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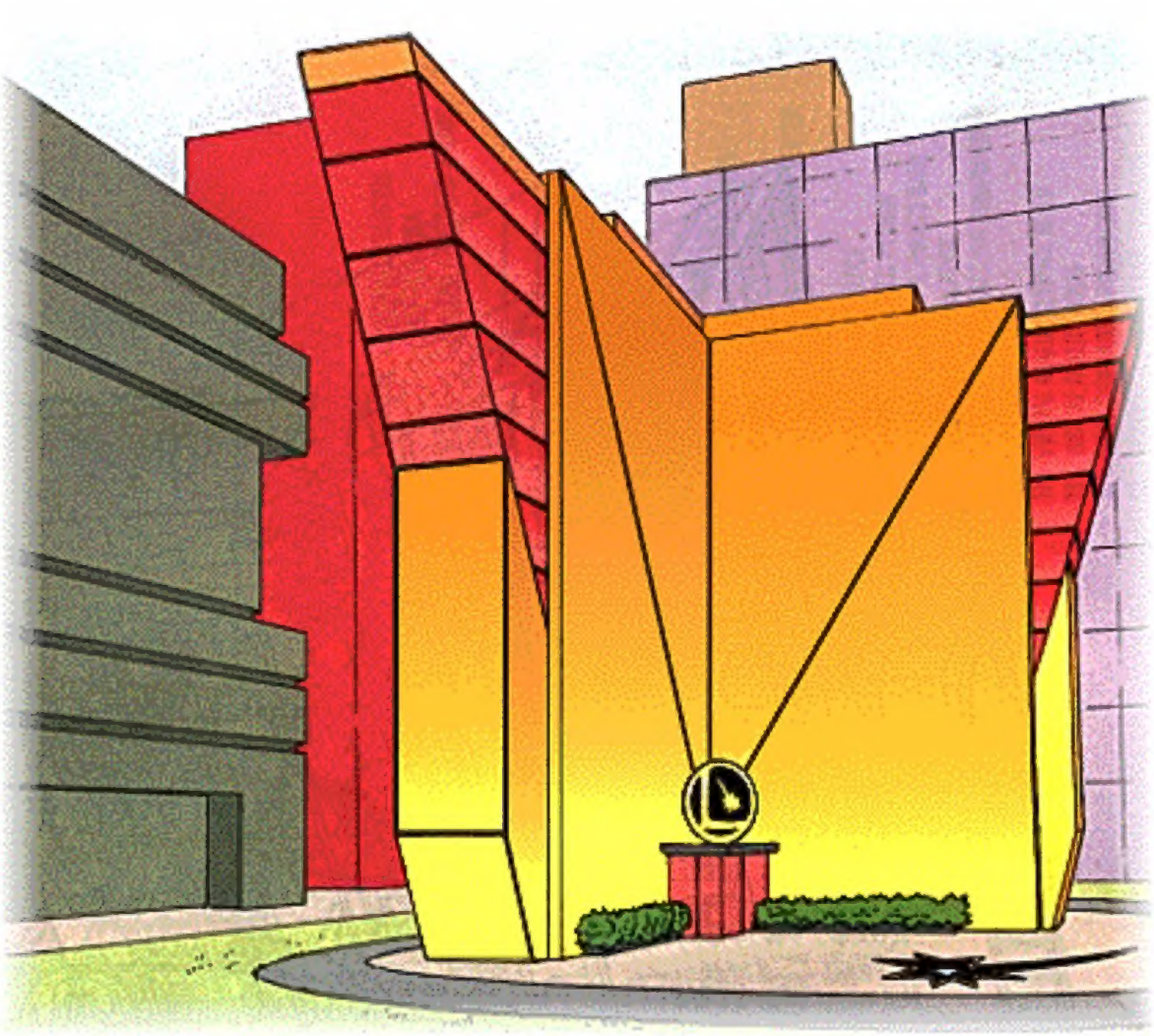

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An unofficial fan magazine dedicated to the Legion of Super-Heroes™

Legion Outpost II

number 8 (v1.05)

November 1996

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The artwork used in the "Who's Who" section of this issue was scanned from work created by DC artists and modified only where necessary. *Andromeda* by Jim Hall and Tom Simmons. *Shrinking Violet* by Jeffrey Moy and W.C. Carani. *Kinetix* by Alan Davis and Mark Farmer. Cover artwork by Eliot Brown.

References: 60 years of DC Comics,
The Amazing World of DC Comics # 9 (Legion Handbook) by DC Comics,
the Legion of Super-Heroes sourcebooks by Mayfair Games,
The Legion of Super-Heroes Index, volumes 1 through 5, by ICG

A message from the publisher:

Welcome to *Legion Outpost II*, an electronic fan magazine dedicated to DC Comics' ***Legion of Super-Heroes*** and ***Legionnaires***. The original *Legion Outpost* was a popular fanzine published many years ago; this project is an attempt to continue that legacy. *Legion Outpost II* will contain regular features such as Who's Who pages and chronological listings of all appearances of the Legion of Super-Heroes. The real goal, however, is to involve the reader in helping to create the bulk of this magazine through the submission of letters and articles. I'm counting on you to help me publish this 'zine on a regular schedule. Send me your ideas, your letters, corrections ... any information you have which will help me put this all together. Please E-Mail all correspondence to outpost2@InfiniteEarths.org. The reboot of the Legion of Super-Heroes will all but disregard the original history. With *Legion Outpost II*, not only will that history be preserved, but younger fans will discover the same Legion that I fell in love with 20 years ago. Long live the Legion!

Section I - So you want to be a Legionnaire?:

Recently, the long-awaited Legion try-out issue, *LEGIONNAIRES #43*, hit the stands. Many old characters, including all of the members of the original Legion of Substitute Heroes, were reintroduced. There has been quite a bit of controversy surrounding some of the alterations that were made to a few of the characters. From reading the various posts on the Internet, I'd say people are pretty much split over the transformation of Projectra into a sentient snake (I kind of like the change, it'll make her and Karate Kid's potential relationship that much more interesting). Did anyone else but me get the "Jeka Wynzorr" joke (Wynzorr = Windsor = a house of the British royal family)? Less people seem to like Tasmia Mallor's use of the name Umbra (I have to agree with this one). Even penciller Jeffrey Moy thought she was going to be called Shadow Lass, hence the stylized "S" on her costume. Most readers had a hard time accepting Splitter as a finalist in the try-outs (Splitter was originally called Arm-Fall-Off Boy, and was created, at least in part, a number of years ago by Legion editor KC Carlson ... he was included as a joke). All in all, I had a lot of fun with this issue. It was good seeing some of my old friends again. I enjoyed trying to name some of the applicants, and sent a list to Tom McCraw for verification. He suggested that I include the list in my 'zine for fan comment, so here it is! I added my suggestions for new codenames in parenthesis (some of the names were not my idea, by the way, but I listed them anyway because I liked them). Comments, corrections, and alternate codename suggestions are encouraged, and will be printed in a future letters column. Here's my list of known applicants:

Arachno, **Blast-off**, **Blockade Boy** (the Blockade?), **Cahvey Cannus** of the Legion Academy (from Anthropologia in his previous appearance, from Sirius Station in this issue ... note: Sirius = the Dog Star), **Cat-Claw** (unnamed, codename is assumed), **Charma**, **Chlorophyll Kid** (Vegeton?), **Color Kid** (Spectrum? ... this is the guy with the rainbow headband), **Comet Queen**, **Crystal Kid**, **Dev-Em**, **Dragonmage**, **Dreamer**, **Duck Call Lass** (the girl on the cover with the duck on her head), **Fire Lad** (Hotshot? ... although this might be more appropriate for Dirk Morgna), **Graffiti King**, **Infectious Lass** (Plague?), **Insect Queen**, **KC Carlson** (bottom right-hand corner of the cover), **Kid Psycho** (this is the guy seen inside on page 4, not the guy with the turban on the cover who was an art patch), **Konk**, **Magno**, **Macaw**, **Monstress**, **Night Girl** (Twilight?), **Particon**, **Polar Boy** (Sub-Zero? ... Jack Frost?), **Jed Rikane** (Power Boy? ... this is the purple guy with the earrings), **Radion**, **Sensor**, **Splitter** (formerly Arm-Fall-Off Boy), **Stone Boy** (Granite?), **Sugar & Spike** (the two teens on the cover, Sugar has her tongue out), **Tellus**, **Umbra** (Shadow Lass!!), and **Weight Wizard**. It is also known that **Cherry Bomb**, **Density**, **Phantom Lad**, and **Tongue** were also present, but not depicted.

Section II - Spotlight on: the Legion of Substitute Heroes (part one):

Well, I had hoped to include a lengthy review of the history of the Legion of Substitute Heroes this time around. It would have fit in well with the short article on the recently published *LEGIONNAIRES #43*, the first installment of a Substitute Heroes original story, and an original artwork page featuring the Super-Rejects, all of which appear elsewhere in this issue. Unfortunately, I ran short on available pages. This feature will therefore appear in two parts, the first of which reviews the membership of the Substitute Heroes. The concluding chapter, which will detail their many misadventures, will appear next issue.

The misadventures of the Legion of Substitute Heroes, part one

by Rob Sandusky and Outpost2

The various incarnations

The Legion of Substitute Heroes have appeared in a number of incarnations. The roster of the first consisted of Polar Boy, Night Girl, Chlorophyll Kid, Fire Lad, Stone Boy, Dream Girl, Star Boy, Color Kid, Porcupine Pete, and Infectious Lass. That incarnation also formed an Auxiliary team, those not yet ready for full Subs membership, which included Antennae Lad and Double-Header. The original Subs were disbanded when Polar Boy joined the Legion of Super-Heroes.

The second incarnation was formed to handle certain situations by one of the Legion of Super-Heroes founding members, Cosmic Boy. This team consisted of Cosmic Boy, Night Girl, Bouncing Boy, Duo Damsel, Comet Queen, and Karate Kid *[II]*.

When the Earth fell under the influence of the Dominators, Jacques Foccart and Troy Stewart gathered the original Substitute Heroes together as part of their underground resistance. They were dubbed the Superhuman Underground Battle Squad, or Sub-Heroes. This team was made up of Dag Wentim [a.k.a. Stone Boy], Drura Sehpt [a.k.a. Infectious Lass], Peter Dursin [a.k.a. Porcupine Pete], Ral Benem [a.k.a. Chlorophyll Kid], Staq Mavlin [a.k.a. Fire Lad], Ulu Vakk [a.k.a. Color Kid], Ron-Karr, and Monica Sade.

The members

Polar Boy - Brek Bannin of Tharr

The natives of Tharr have developed the power to radiate intense cold, due to the proximity of their planet to their sun. Polar Boy applied to the Legion, but his power was deemed "useless" and he was rejected. Brek was the driving force behind the organization of the Subs, and led the group for most of their history. He later disbanded the Subs when he was offered membership in the Legion, which he went on to lead for one term. Brek was seen recently at the reboot Legion tryouts (*LEGIONNAIRES #43*), and looks to be starting to develop a reboot version of the Substitute Heroes.

Night Girl - Lydda Jath of Kathoon

A native of a perpetually dark planet, Lydda fell in love with Cosmic Boy and asked her father, a scientist, to create a serum to give her powers so she could join the Legion. She gained super-strength, but it only worked in darkness. Because of this, she was rejected. However, she developed a romantic relationship with Cosmic Boy, and was often seen in the company of him and other Legionnaires. She joined the original Subs, the second incarnation of the Subs, and was recently seen as a reject in the reboot tryouts issue.

Chlorophyll Kid - Ral Benem of Mardru

The Kid's powers over all plants were bestowed upon him when, as a child, he fell into a vat of hydroponic serum. This allowed him to control the growth rate of all plants. He was rejected from the Legion for having a power with "limited use". At one point, he developed a weight problem and was treated on the planet Bismoll. He was a member of the original Subs and the Sub-Heroes. He was recently seen in the reboot Legion tryouts in a cameo.

Fire Lad - Staq Mavlen of Shwar

Breathing the fumes of a meteorite gave Staq flame breath, which was considered too uncontrollable by the Legion and led to his rejection. When the Subs re-formed as the Sub-Heroes during the "Five Years Later" storyline, Staq had not only controlled his breath, but was showing leadership qualities. He was recently seen in the reboot Legion tryouts in a cameo.

Stone Boy - Dag Wentim of Zwen

All natives of Zwen have the ability to turn to stone, as their planet has six month long days and nights. Stone Boy has the honor of actually being rejected from, then later invited to be a member of, the Legion of Super-Heroes (he turned down this membership to stay with the Subs). During the "Five Years Later" storyline, Dag became a fierce fighter, willing to be the first in line, as he learned to move his body in stone form, rather than stay rigid as was first depicted in the early days of the Legion. He was seen as a reject in the reboot Legion tryouts.

Dream Girl - Nura Nal of Naltor

Dream Girl joined the Subs after a brief stay with the Legion, which she joined under false pretenses. It was her hope to perfect her powers very early in her career. Later, she went undercover as a replacement for Supergirl when green kryptonite kept Supergirl from coming to the 30th century. Nura then joined the Legion when the kryptonite problem was eradicated. In the reboot, she has recently been reintroduced as "Dreamer", who was turned down for membership.

Star Boy - Thom Kallor of Xanthu

Thom was born with the power to make things super-heavy. This power was the outcome of living with his parents in a space station. He later gained powers similar to the original Superboy when he flew his space cruiser through the tail of a comet. These extra powers eventually wore off, leaving him with his original weight-increasing power. He gained Legion membership, but was expelled when he killed a man in self-defense. He joined the Subs and maintained a relationship with Dream Girl. He later re-joined the Legion in an alternate guise when Superboy was discharged, but then was reinstated as a member in good standing. He is presently a member of the Legion in the reboot.

Color Kid - Ulu Vakk of Lupra

The master of the light spectrum, Ulu could alter the color of all things. The Legion thought this was a useless power, but later it was Color Kid who changed all green kryptonite (fatal to all Kryptonians) to blue, a harmless isotope. He also learned how to disorient his opponents with his color powers. He was drastically altered in the reboot tryout issue, shown in a cameo wearing a multi-colored headband.

Porcupine Pete - Peter Dursin of Earth

Born with rough skin and spines, Peter thought these would make a formidable power and would be useful to the Legion. They rejected him when they learned he could fire them, but not control how they were fired or their direction. He joined the Subs to perfect his power. He was last seen in the "Five Years Later" storyline, working with the Sub-Heroes battling to save the Earth.

Infectious Lass - Drura Sehpt of Somahtur

Drura has the power to infect anyone else with any of the millions of germs and diseases that she carries, which she herself is immune to. She was rejected by the Legion due to the debilitating potential she presented. She later joined the Subs, and was in a long-term relationship with Jacques Foccart (Invisible Kid II) during the "Five Years Later" storyline. She was recently seen in a cameo in the reboot Legion tryouts.

Antennae Lad - Khfeurb Chee Bez of Grxyor

Antennae Lad's power is the ability to pick up radio waves from the present or the past, using his ears which have antennae on them. However, he was rejected because he could not control these pickups, and the sound was often deafening. He tried out for the Subs, but was deemed not ready for even that team and was instead placed in the Subs' Auxiliary. He wound up working at the Metropolis Time Institute, picking up valuable ancient recordings. He has yet to be reintroduced in the reboot.

Double-Header - Dyvud/Frenk Retzun of Janus

An early reject from the Legion, Dyvud and Frenk share the characteristics of all Janusians - - they start as a single entity and then as they grow, split into two individuals. However, this organism was very argumentative with itself. Due to this, and a lack of any real super-power, they were rejected from the Legion. When they applied to the Subs, they were deemed not ready and placed in the Auxiliary team. They have yet to be seen in the reboot.

Cosmic Boy - Rokk Krinn of Braal

Coming from a planet where everyone has magnetic powers, Cosmic Boy was a founding member of the Legion of Super-Heroes. He later stepped down from active membership to allow "new and young blood" into the organization. At this time, he also formed the second version of the Subs to help out the Legion when extra help was necessary. In the reboot, he is an active member of the Legion.

Bouncing Boy - Chuck Taine of Earth

Bouncing Boy has the power to inflate into a ball and "bounce" without harming himself. He has the distinction of being the first Legionnaire to loose his powers. In fact, he lost and regained his powers several times. Chuck resigned from the Legion when he married Duo Damsel. They later joined the second incarnation of the Subs to help out when the Legionnaires were unavailable. In the reboot, Chuck Taine is an architect who works with the Legion. His powers have yet to manifest.

Duo Damsel - Luornu Durgo of Cargg

Like all inhabitants of Cargg, the heroine named Triplicate Girl could split herself into three separate bodies, each with the skills and strength of the original. She became Duo Damsel when one of her bodies was destroyed in a fight with Computo. She left the Legion when she married Bouncing Boy, and then joined the Subs in their second incarnation. In the reboot, Luornu is Triad, an active member of the Legion.

Comet Queen - Grava of Colony Extal (Grall III)

Wanting desperately to be a Legionnaire and wishing to emulate her favorite member Star Boy, Grava jumped into the tail of a passing comet. With no ship for protection, her body underwent a physical change. She can fly, has partial invulnerability, and can emit noxious comet-like gases. Comet Queen applied for Legion membership, made the first cut, but did not become an active member. She did, however, join the Legion Academy, and was a member of the second incarnation of the Subs. Recently, she was shown in a cameo during the reboot Legion tryouts.

Karate Kid II - Myg of Lythyl

A master of martial arts, Myg was born on Lythyl, a planet where power and control meant everything. He left Lythyl (or rather was taken from the planet) and made it a point to emulate the life of the original Karate Kid. He joined the second incarnation of the Subs at the request of Cosmic Boy. He has yet to be seen in the reboot.

Ron-Karr of Neptune

A native of Neptune, Ron-Karr has the power to become flat like paper. The Legion rejected him, but because of this ability and it's usefulness in espionage, he was recruited for the Legion of Super-Villains. He was defeated, and did time on Labyrinth, the prison planet. In the "Five Years Later" storyline, we find Ron-Karr rehabilitated, and working with the Sub-Heroes helping to protect Earth. He has yet to be seen in the reboot.

Monica Sade

Monica Sade was only seen in the "Five Years Later" storyline. She appears to be an assassin, with the power of teleportation. Sade used this power in hand-to-hand combat effectively. We are told that there is a bounty on her, and in that particular storyline, has possible links to the villain Universo. She was shown killing a fellow soldier, and was depicted as being difficult to get along with. She has yet to be reintroduced in the reboot.

Section III - Who's Who in the Legion of Super-Heroes (part 8):

code name: ***Andromeda***™
real name: **Laurel Gand**
planet of birth: **30th century Daxam.**
powers: **Mega-strength, invulnerability, flight, mega-speed and reflexes, x-ray vision, telescopic vision, laser vision, mega-breath, mega-hearing (inherent in species).**
historical first app.: **LEGION OF SUPER-HEROES [fourth series] #6 (April 1990)**
modern first app.: **LEGION OF SUPER-HEROES [fourth series] #66 (March 1995)**
historical data: **Direct descendant of the older brother of the 20th century hero Lar Gand a.k.a. *Valor*. Laurel dated *Brainiac 5* in her teen years, but eventually took *Rond Vidar* as her common-law husband. Laurel and Rond gave birth to a daughter named Lauren. Laurel died during a Khund attempt to destroy Weber's World.**
modern data: **Laurel claims that her family is related to the 20th century hero Lar Gand a.k.a. *Valor*. Originally, she despised her assignment to the *Legion of Super-Heroes* because of her deep-rooted xenophobia, but later came to accept her teammates as friends. For a time, she was believed by the general public to have died in the battle against *Roxxas and the White Triangles*. Laurel rejected her deep-rooted racism and now calls herself *Sister Andromeda*.**

Andromeda (Laurel Gand)
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Because of a fatal biological reaction to lead, a metal not readily found on Daxam, the Daxamites of the 30th century rarely travel off-planet. Because of their isolationist society, many of the people of Daxam have become xenophobic, loathing any non-Daxamite race. Some have gone so far as to disregard the legend of Valor, the 20th century Daxamite who supposedly seeded many of the galaxy's inhabited worlds, and have formed their own sub-culture, a society dedicated to racial purity. Calling themselves the White Triangle, these Daxamites went into exile by choice. Laurel Gand, believed to be related to the hero Valor, grew up in one of these villages. When she was sixteen, she was chosen to be Daxam's representative in the Legion of Super-Heroes and was named Andromeda. Although she gained great powers under Earth's yellow sun, she hated her assignment because she was forced into associating with "filthy" non-Daxamites. One day, in a fight with the White Triangle, Laurel became poisoned by lead. Suffering terribly, she had no choice but to ask Brainiac 5 for help. After he successfully developed an antidote for her, her views began to soften. Soon after, Laurel was betrayed by Ambassador Roxxas of Daxam, who gave the antidote to members of the White Triangle. They immediately went on a rampage, murdering millions. Ashamed of her role in the slaughter, Laurel helped defeat Roxxas and the White Triangle. Laurel has since joined The Sisters of the Eternal Cosmos, and now refers to herself as Sister Andromeda.

code name: ***Shrinking Violet***™
real name: **Salu Digby**
planet of birth: **30th century Imsk (Salu's birth actually took place on Earth).**
powers: **Ability to shrink to sub-atomic size (inherent in species).**
historical first app.: **ACTION COMICS #267 (August 1960)**
modern first app.: **LEGION OF SUPER-HEROES [fourth series] #66 (March 1995)**
historical data: **Vi had a long term relationship with the Lallorian hero *Duplicate Boy*. She was kidnapped and temporarily replaced by a Durlan impostor, who ended up marrying *Colossal Boy* while posing as Vi. Vi later developed a close friendship with *Lightning Lass*. She lost an eye during the Imskian war against Braal, and later lost her right leg battling the Khunds.**
modern data: **Salu Digby was one of three finalists chosen to represent Imsk in the *Legion of Super-Heroes*. She was chosen after defeating contestant *Micro*, who had murdered contestant *Ion*. Vi won the second Legion election, replacing *Cosmic Boy* as team leader. For a number of weeks, Vi was possessed by the *Emerald Eye of Ekron*. Vi later gained the ability to grow to great heights, first referring to herself as *LeVIathan*, then later simply as *Violet*.**

Shrinking Violet
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When the planet Imsk was asked to choose a representative from their world for possible membership in the Legion of Super-Heroes, they chose their three finest fighters and prepared a competition which would be judged by the Legionnaires: Micro, Ion, and Shrinking Violet. Soon after the start of the competition, Ion died screaming. A scan showed that an auraflux blade was inserted into her body, killing her when she shrank. After some investigation, Shrinking Violet learned that the murderer was Micro. Violet was a meek girl, but knew how to defend herself. She captured Micro, and was inducted into the Legion. Later, on a mission to the planet Korr, the Legionnaires battled the Scavenger. It was there that Violet was secretly bonded with the Emerald Eye of Ekron. The influence of the Eye on Vi was minimal at first, but slowly she became more and more aggressive. During a battle with Doctor Regulus, her teammate and friend, Leviathan, was killed. Violet lost control and the Eye's true power manifested, transforming her into a powerful entity with little restraint. Vi transformed her teammates into an emerald army, who she controlled for the better part of a day. The Legionnaires eventually broke free of her mind-control, and Violet disappeared in a fierce explosion. After many weeks, with the aid of her friends, Vi was freed from the Eye's control. Vi soon discovered that the Eye had partially granted her her heart's desire, enabling a part of her fallen comrade to live on within her. She gained Leviathan's growth powers, and perhaps some other aspects of his personality. To honor her friend, Vi initially called herself LeVIathan, but later went simply by the name Violet.

code name: ***Kinetix***™
real name: **Zoe Saugin**
planet of birth: **30th century Aleph.**
powers: **Originally and currently: manipulation and restructuring of inanimate objects (derived from energy pool); for a time: magical energy (derived from magic spell).**
historical first app.: **None**
modern first app.: **LEGION OF SUPER-HEROES [fourth series] #66 (March 1995)**
historical data: **None.**
modern data: **Drafted into the *Legion of Super-Heroes* as the representative of Aleph. Zoe was always looking for greater and greater sources of power. One attempt to increase her power led to the cancellation of her original morphing ability. She soon gained new magical powers from the hag named *Mysa*. In a showdown with the hag, Zoe had her original powers restored.**

Years ago on the ice planet Tharn, archeologist Azra Saugin of Aleph happened upon a dying old woman named Mysa. Using the Scepter of Sybolla, Azra cured the injured hag. Azra was unaware that the glowing energy from the Scepter was also affecting the unborn child inside her. The Scepter forged a link between Mysa and Azra's child. Years later, the child, Zoe Saugin, sometime around her thirteenth birthday, came across an energy pool in a catacomb on Titan. Zoe absorbed the energy and acquired psychokinetic abilities. Elsewhere, the hag Mysa became aware of Zoe's new power. Only Mysa knew that the Scepter of Sybolla had altered Zoe's genetic structure such that she was able to absorb the pool's energy. Mysa secretly monitored Zoe's activities. When the Legion of Super-Heroes traveled to Aleph to interview their new draftee, the Council of Aleph stated that many on their world considered her power to be an aberration of nature. The Council introduced the fifteen year-old Zoe Saugin as Morpho, but she insisted they call her Kinetix. Impressed with her power to manipulate inanimate objects, Kinetix was inducted into the Legion. One day, Zoe went on an archeological dig on Goniff-4 looking for artifacts of power. Mysa planted the Star of Akkos on Goniff-4, knowing full well that the power-hungry Zoe would find it. When she did, the Star cancelled out her morphing ability. As planned, Mysa knew Zoe would search out more power, and eventually Zoe found Mysa on Zarrox. Mysa slapped her with a magical tattoo, which transformed her into a humanoid feline with new magic-based powers. Mysa then sent Zoe to find the Emerald Eye of Ekron. After failing in her mission, Mysa retrieved Zoe, also bringing her mother and brother, and a handful of Legionnaires, to Zarrox. The secret of Mysa's relationship to Zoe was revealed, and Azra eventually convinced Mysa to return Zoe's original powers and send them home.

Kinetix
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Section IV - Legion checklist [historical] (Special Edition):

The following is a special edition of the historical checklist of the Legion of Super-Heroes. Thanks to a Legion fanatic named Michael Grabois, an obscure Legion appearance has been brought to my attention ... or perhaps I should say "non-appearance". Michael had acquired a copy of DC's *CANCELLED COMIC CAVALCADE*, two large packages of unpublished work that DC had put together for copyright purposes, and has begun reviewing the stories found therein. Among those unpublished issues were the stories that would have been published in *KAMANDI, LAST BOY ON EARTH #60-61* (it was cancelled with issue *#59*). Since the Legion made a cameo in those Kamandi tales, I thought it would be appropriate to present a portion of Michael's Kamandi review here. I highly recommend to the older fans that experienced the DC Implosion in 1978 to check out Michael's other reviews at his Web Site http://ourworld.compuserve.com/homepages/mgrabois/ccc.htm. Here are excerpts from Michael Grabois' reviews:

Cancelled Comic Cavalcade: Kamandi, the Last Boy on Earth

by Michael Grabois

==========
KAMANDI, THE LAST BOY ON EARTH #60
Dec. 1978 - Jan. 1979
Reviewed by Michael Grabois (orbit@ix.netcom.com)
Originally posted to rec.arts.comics.dc.universe on 8/15/96
==========

* * * WHAT HAS GONE BEFORE * * *

Kamandi was another Kirby Kreation, one of the first new things he did at DC when he came over in 1972. This had a similar premise to the movie "Planet of the Apes": What if the animals had somehow mutated and become intelligent, taking over from the humans?

Kamandi was the "Last Boy on Earth", or so read the cover copy. Last "normal" boy, really, since all the other humans were screwed up somehow. Kamandi lived in the world after the Great Disaster; it's unclear exactly what it was - - a natural disaster or a war, for example - - but it was linked to a mysterious energy source called the Vortex. The Great Disaster involved worldwide devastation from earthquakes and fires, and human civilization had collapsed. Kamandi lived in a bunker in New York ("Command D"), and he left it when his grandfather died. (Kamandi's grandfather was OMAC when he was younger.)

Among his friends he met in the outside world were: Ben Boxer, a mutant human who could turn to steel by pressing a disk on his chest; the alien Pyra and her sentient spaceship; a young girl named Spirit; Dr. Canus, a humanoid dog; and Mylock Bloodstalker and his partner Doile, detectives.

Recently, while searching for Ben, Kamandi found him with his partners Steve and Renzi undergoing the rite of Evermore, which rejuvenates them but produces a great amount of radiation. But Kamandi was captured by giant surfing hippie crabs and taken to a drive-in movie theater on "The Island of the God Watchers" where he was projected into a movie and worshipped along with the other "gods" of the silver screen (no, really, this happened). Meanwhile, Karate Kid of the Legion of Super-Heroes is thrown into the world post-Great Disaster while trying to get back to the 30th century, and the two heroes team up to escape. Pyra tells them that by going west to the Vortex (which seems to be in Australia), they can get enough power to return from the alternate future of Kamandi (thrown there by Major Disaster and the Lord of Time) to the Legion's 30th century. Karate Kid makes it back safely, and Pyra is excited that perhaps she can tap into the Vortex to provide energy for her dying world. But before they get to the Vortex itself, they have to pass the Western Wall.

But the Wall is too high to fly over, and after landing the group is captured by the Kangarat Murder Society of Australia, who guard the Wall. They escape, and realize they have to get Ben, Steve, and Renzi to unlock the door with their radiation. The door opens and Kamandi is drawn inside. A voice "like a thousand tornadoes" screams his name. "EEEEEEEEEnter, my son - - since before time began, and from the time the eons ended, I have waited your arrival!".

In the OMAC story, which picks up directly after the last issue of Kirby's *OMAC* series (sometime in the future, but 60 years before Kamandi), OMAC has survived an attack by Skuba, but Brother Eye has been encased in rock and is 93% inoperable, so all OMAC has left is vast strength and intelligence data. OMAC has to make it to the HQ of the Global Peace Agency ... but Houston is under attack by troops from the International Communication and Commerce company. He gets past the IC&C troops, to find a lone dying GPA agent who tells him that the seven major corporate powers have banded together and attacked the GPA, destroying it. Prof. Z has predicted that the powers will turn on each other, plunging Earth into a technological dark age with just enough knowledge to unleash a final nuclear holocaust. Prof. Z gave the GPA agent a tape that will explain everything.

That was issues *#57-59*. Issue *#59* was the first of the series during the DC Explosion; the extra pages were taken up by the return of OMAC. Issue *#60* was to be part 2 of Kamandi's Vortex Adventure. But the Explosion turned into an Implosion, and the rest of Kamandi's adventure (as planned) hasn't been seen ...

Until now.

* * * THIS ISSUE * * *

"Into the Vortex", 17 pages
cover by Rich Buckler and Jack Abel
story by Jack C. Harris
art by Dick Ayers and Danny Bulanadi
letters by Milt Snappinn
colors by [uncredited]
edited by Al Milgrom

The cover copy is great. "SEE: A thousand Kamandis on a thousand worlds... SEE: Dr. Canus and Pyra at the mercy of the Kangarat Murderers... SEE: The shocking battle between Living Space Ship and Mutant Energy Monster!... AND: Don't miss the mind-blasting new origin of OMAC by Jim Starlin!". Man, they don't write cover copy like that anymore.

Chapter 2 of Kamandi's Vortex Adventure begins with the group trying to save Kamandi ... but Pyra stops them. She says the Vortex is a break in the reality curve of time and space, but there's an intelligence there that needs Kamandi in a different time and space. Inside the Vortex, it tells Kamandi that it's been waiting "twice times eternity" for his arrival ... "You have been summoned to meet your destiny - - and the destiny of all those who dwell in your reality!". Then it begins to tell him about the multiple earths and alternate realities.

Meanwhile, Pyra and her ship are weakening due to energy loss, and the ship reverts to its "beastie thing" configuration. Will they have to sacrifice Kamandi by using the Vortex energy to save Pyra's planet?

"Beyond the wall ... and far beyond any realities ever seen by man or beast ...". The Vortex explains that his world is an alternate reality; the future of what we know as the DC Universe "exists in a reality wherein the Great Disaster never happened.". There's even a gratuitous shot of the HQ of the Legion of Super-Heroes, since Kamandi just met Karate Kid[1], and a shot of three Flashes (Jay Garrick of Earth-2, Barry Allen of Earth-1, and the villainous Johnny Quick of Earth-3) to emphasize the multiple earths. But there are other Kamandis too, in other times and places. The Vortex can provide a path for Kamandi to enter an Earth where the Great Disaster never happened, and it is this decision which the Vortex has awaited. See, Kamandi is the "pivotal point of infinities uncountable", and wherever he goes will decide what future will come about.

Outside the Vortex, the group is captured by the Kangarats, who were entrusted to guard the wall and get to kill all who trespass. It looks hopeless, since Ben, Steve, and Renzi are still undergoing Evermore; especially since Canus hasn't gotten to tell Pyra how he really feels about her. But does Ben hear their cries for help?

[1] This makes "Cancelled Comic Cavalcade" an addition to Michael Grabois' Anal Retentive Legion Checklist.

Back inside the Vortex, Kamandi weighs his options: enter a world where he doesn't have to run and fight at every turn, a world that's sane. But what then of Pyra and Canus and the others? For Kamandi, they will no longer exist. Once Kamandi steps into a new reality, it will be as if it was always his, and his friends will be but memories as if a dream. But as he takes his first step, he sees flashes of the Great Disaster: people running, the animals anthromorphizing, Ben Boxer, his life in Command D with his granddad ... "The world has become a jungle," the former OMAC said, "and it will be up to you to rebuild the world of men!". Kamandi changes his mind and wants to go back to his world.

Back in Kamandi's original reality, it doesn't look good for the crew. But Ben, Steve, and Renzi have heard their cries, and they create an energy creature to drive off the Kangarats ... and then lose control of it. Spirit, who has the ability to spin super-hard fibers from her fingertips, creates a dome around the group, while Pyra's ship attempts to defend them. If it defeats the energy creature, Ben might die, and if the ship is killed, Pyra can't return to her people and save them ...

"Nearby, and yet realms away ..." Kamandi makes his decision to return to his own world. There were an infinite number of decisions he could have made, and it's not for the Vortex to say which would have been correct. He is sent back to his realm via the Dream Stream. Just then, Kamandi is picked up by two unlikely guest stars: Brute and Glob, sidekicks of the Sandman (Garrett Sanford). They think he's Sandman's pal Jed, and so they take him to the Sandman ...

To be continued ...

Letters page: Four letters dealing with issue *#57*, which was the Surfing Lobsters and the drive in movie, which ended with Kamandi stuck in the projector. First is from Mark Steel of Mattawan, MI, who gushes about how good issue *#57* was. Second is from Don McCord of Nashville, who's not sure if he likes Kamandi as a movie star. Third is from Paul Rectenwald of Louisville, who asks for the return of Kirby's Sandman, leading to the reply below (see comments section). Fourth is from Mike Christiansen of Rockford, IL, who is a newcomer to the series and likes what he sees. Harris also noted that Starlin's OMAC would return in issue *#62* (skipping *#61*), along with the "astounding fate of Pretty Pyra".

Backup story: OMAC

"For This Is the New Origin of OMAC", 8 pages
story by Jim Starlin
art by Jim Starlin and Joe Rubinstein
letters by Gaspar Saladino
colors by [uncredited]
edited by Al Milgrom

OMAC plays the tape from Prof. Z.

It seems that the planet Vision is a highly advanced world dedicated to preserving civilization through indirect scientific means. A brilliant psycho-historical regulator named Prof. Z, who was responsible for watching Earth, found some concepts that would allow him to predict the future of a single human to within 98% accuracy. He predicted that Earth's future was endangered by the rise of industrial barons which would lead to civil war and intellectual decline, ending in a nuclear pyre, and in man's place would arise animals. The Council agreed, and mapped out a plan which would steer Earth clear of that path. But Z disagreed with their methods. The Council set up the Global Peace Agency, ostensibly composed of men from all countries who wished to remain anonymous protectors. The GPA began jailing criminals and crooked politicians, but Z still claimed they'd fail to prevent the holocaust. So then the GPA commissioned an Earth scientist to create a super soldier to help: and they took an inconsequential youth named Buddy Blank and turned him into a One Man Army Corps, aided by the satellite Brother Eye who gave him power and knowledge when needed.

But now Z has escaped, leaving behind some predictions: that OMAC would fight Skuba and Brother Eye would be damaged (as seen in *OMAC #8*), and that the GPA would be destroyed by the corporate powers (as seen in *KAMANDI #59*). Within the week, though, those powers would turn on each other because of their wartime economy. That decision will ruin mankind. Within a generation, man will be a breed of sub-intellectuals, since morality and intellectual expansion will be outlawed in favor of destruction. But there may be a way out - - Z predicts a 0.002% chance of success, but if a single strong leader can be found who can immediately end hostilities, that destruction may be averted. OMAC has to find that leader or become him.

Plus, he gets a new costume. Then the IC&C troops come in, and OMAC surrenders.

To be continued in issue *#62* ...

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KAMANDI, THE LAST BOY ON EARTH #61
Feb. 1979 - Mar. 1979
Reviewed by Michael Grabois (orbit@ix.netcom.com)
Originally posted to rec.arts.comics.dc.universe on 8/15/96
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* * * WHAT HAS GONE BEFORE * * *

See above.

* * * THIS ISSUE * * *

"I'll See You In My Nightmares", 7 pages
cover by [not included]
story by Jack C. Harris
art by Dick Ayers and Danny Bulanadi
letters by Todd Klein
colors by [uncredited]
edited by Allen Milgrom

"The Seal-Men's War on Santa Claus", 18 pages
cover by [not included]
story by Michael Fleisher
art by Jack Kirby and Mike Royer
letters by [uncredited]
colors by [uncredited]
edited by Joe Orlando

As mentioned above, this was a Sandman story with a Kamandi intro and ending sequence. The letterer and editor don't remember that the kid's name is "Jed", since they keep spelling it "Jeb".

Brute and Glob, thinking Kamandi is really Sandman's friend Jed, bring Kamandi to the Dream Dome, home of the Sandman. But Sandman tells them it's "not the Jeb [sic] WE know", and when Sandman tells Kamandi who he is, Kamandi is skeptical, saying that the Sandman is a fairy tale, just like Santa Claus. In the Vortex, explains Sandman, all things are real and possible, and directs Kamandi's view to the Dream Screen to observe the true meaning of faith, belief, and devotion. He shows Kamandi what an alternate Kamandi - - Jed - - once learned ...

It's hard to take a story seriously - - even a Kirby story - - when the hero is on the first page saying, "I know it looks hopeless, Jed - - but we've got to keep fighting! Unless we can rescue Santa Claus from the Seal Men, Christmas throughout the world is as good as dead!".

On the day before Christmas, Jed is sent to collect money from Titus Gotrox for the Christmas Fund Collection. His aunt sends Jed, not her son. He goes to the Gotrox mansion and asks for a donation "to help spread some holiday cheer in the world just like Santa Claus does", but Gotrox's nephew Rodney doesn't like it. Gotrox tells Jed that if he can prove by midnight that Santa really exists, then he'll donate a million dollars. After Jed leaves, Gotrox tells Rodney that he'll make a small contribution anyway. Rodney leaves to make sure Jed doesn't find Santa, since he's due to inherit all the money.

Jed calls Sandman with his special whistle (which he drops in surprise when Sandman shows up). It seems Sandman and Santa go way back, and after a stop in the Dream Dome, they'll pop on over to Santa's Workshop. Brute and Glob are left in charge in their absence, and Sandman and Jed head towards the Fantasy Forest, home of the Nightmare Wizard, whose help they'll need if they're going to make it in time.

Meanwhile, Rodney picks up Jed's whistle and summons Brute, telling him that Jed left for Santa's place without him. Back in the Dream Stream, the Wizard lends Sandman and Jed a parka and sky sled. Rodney shows up just as they leave, and the Wizard gives him a sled and points him towards the north polar region of the Dream Stream. Upon reaching the North Pole, Sandman and Jed are attacked ... by the elves!

It's okay, though, as Mrs. Claus comes out and chides the elves for not realizing the visitors were not the Seal-Men. She apologizes, telling them that the Seal-Men had snuck in and kidnapped Santa. Santa had always been nice, so they don't know why the Seal-Men would attack. If they can't find Santa by tomorrow, they'll have to call off Christmas ... Going off in search of Santa, Sandman and Jed see him ... but it's a decoy! The Seal-Men capture them, and throw them in a cell with Santa.

Sandman uses his hypno-sonic whistle to melt the bars on the cell, and the trio escapes. But they're pursued ... "We're not just fighting to save ourselves," Sandman yells, "we're fighting to save Christmas!". Despite a valiant fight, they're recaptured. The Seal-King tells them the reason they kidnapped Santa was because they had been denied a Merry Christmas - - Santa had sent them woolen gloves, scuba equipment, galoshes, and fishing poles instead of something they could use. (Hey, I'd kidnap Santa if he sent me woolen gloves and galoshes for Christmas, too.) But Jed convinces the Seal-King that it's all a mistake, there must have been a mix-up or something, since Santa would never do that on purpose. So the Seal-King says okay, you can go, just don't let it happen again.

So now the trio has to hurry back to get Santa's sleigh, since it's getting late ... only to find Mrs. Claus bound and gagged! It was Rodney, who tells them he doesn't want any of "his" money going to charity. Sandman saves the day, by throwing sand cartridges at Rodney. A short while later, at midnight, Rodney falls down the chimney, followed by Santa. Santa visits with Gotrox, who admitted he lost faith. Santa asks for the million dollar check, and Gotrox has it ready: he had decided to give it to charity anyway. For his Christmas wish, Gotrox gets to help drive Santa's sleigh.

Back in the Dream Dome, Kamandi and Sandman finish looking at the scene. Sandman tells the boy that "in another reality - - in another time, on another Earth, this adventure happened to you! If a certain event in the past was changed, you would have been born centuries before you actually were, and your name would have been Jeb [sic] instead of Kamandi!". Kamandi asks if Sandman is the voice of the Vortex, but Sandman tells him he's not ready to know to whom the voice belongs.

But now they have to get back to "reality": remember, Pyra, Canus, Spirit, and the others are still in trouble. They jump into the Dream Stream and head for Earth ... and come out through the open door to the Western Wall. While Kamandi distracts the energy creature, Sandman goes to break up the Rite of Evermore. (Somewhere in here, Spirit left the dome that held Pyra, Canus, Doyle, and Bloodstalker, since she greets Kamandi at the Wall.) Sandman says he knows the Rite of Evermore, and the energy creature is being prolonged by the dream state of the mutants. He struggles to pull them apart and wake them up (despite the radiation) ... and succeeds! The energy creature evaporates, and soon Kamandi's party is freed. Sandman bids them farewell, reminding Kamandi that his world is the nightmare of OMAC, Kamandi's grandfather. It's up to Kamandi to try and remake the world into a pleasant dream. Kamandi "remembers that he alone is the hope of humankind" ...

Next issue: Space Mission!

* * * COMMENTS * * *

The OMAC story showed up in *WARLORD #37* (9/80) with only minor caption changes to tie it in better with the Great Disaster. The Sandman story appeared for the first time in *BEST OF DC DIGEST #22* (3/82) in a Christmas issue.

The timeline of this future is kinda fuzzy. The Atomic War that was part of the Great Disaster took place in October 1986 (see *HERCULES UNBOUND* or the Atomic Knights series in *STRANGE ADVENTURES*). The Atomic Knights appeared with Hercules (*HERCULES UNBOUND #10*), who was freed during the early days of the war. In that issue, Hercules and the Knights find the water stolen by Skuba in *OMAC #7-8*. But OMAC's world was in the technological near-future ruled by corporations, and Hercules and the Knights are post-war; the Hercules issue takes place right after the *OMAC* issues. Finally, the Atomic Knights and Hercules were retconned out of existence in 1983 in *DC COMICS PRESENTS #57*, where it's revealed that the whole future of the Knights was just a dream of Gardner Grayle. So that would imply that OMAC and Kamandi would be gone too, but both appeared with Superman later (OMAC in *DCCP #61* and Kamandi in *#64*). Who knows. It was all erased in the Crisis, anyway ... which took place in 1985-86. Hmmmm ...

Editor (and writer) Jack C. Harris answered a question about Sandman in the letters page of issue *#60*:

> "While there are no plans for the revival of Sandman's own book, next issue might just usher in a new demand for the Master of Dreams. When the book was cancelled many months ago, Editor Joe Orlando (now Managing Editor) had a completed Mike Fleisher/Jack Kirby/Mike Royer story on hand. It went into our inventory drawer and was never to be seen by the public.
> When artist Al Milgrom became one of DC's newest editors, he rummaged through that drawer and pulled out the story. Being a true Jack Kirby fan, Al wanted desperately for the last, never-published issue of SANDMAN to see the light of day. With the introduction of the 25-page books, Al had his chance and handed our writer the assignment of connecting Kamandi and the Sandman. The result is on sale in just 60 days."

These two issues are not part of official continuity. Kamandi made two more pre-Crisis appearances in team-up series, meeting Batman and Superman.

In Kamandi's next appearance, in the pages of *THE BRAVE AND THE BOLD #157* (12/79, written by Bob Haney and drawn by Jim Aparo), it is revealed that Kamandi had dropped out of the Vortex into Gotham City in 1979. He's drugged and forced to be the Enforcer for Extortion, Inc. due to his incredible strength and loss of memory. But his strength is fading, and they decide to kill him. Batman, who was following the case, stops them. Kamandi's memory returns as he recognizes "Captain Bat" from an earlier adventure when Batman went to Kamandi's time. Taken back to the Batcave, Batman finds out what happened in the last issue of Kamandi's series. Instead of meeting Sandman, Kamandi wanted to go back to Batman's time, which seemed better. But he realized his fate in the 20th century was to become more an animal than in his own time, that all times have their troubles and terrors. He wants to go back, and Batman takes him to Australia, to the place where the Western Wall would be in Kamandi's time; but all that's there is a huge rock in the middle of the desert. The aborigines say the rock has power, and after dusting him with the magic powders of the desert, Kamandi climbs to the top. The next morning, he's gone.

In the letters page to *B&B #162*, commenting on issue *#157*, editor Paul Levitz says:

> "...We cheerfully admit that *KAMANDI* was one of about five books that were cancelled in our cutback in 1978 simply because we wanted to have only monthly 40 cent comics, which meant that a handful of decent sellers had to go, and that a record-breaking sale on *B&B #157* would make us consider a revival."

Kamandi's final pre-Crisis appearance was again in the 20th century, where he was drawn by an experiment gone awry. In *DC COMICS PRESENTS #64* (12/83, an Evanier/Saviuk/McLaughlin production), Victor Epoch creates a gyroscope with which to see into the future, but it only succeeds in merging the future with the present. But this is an untold tale of Kamandi's past, before he has learned much about the world of the past. (Mark, any comments about writing this issue?)

A Kamandi series was scheduled to appear in the backup slot of *WARLORD*, as revealed in the letters page of *WARLORD #56*. OMAC had been appearing as a backup in these pages, taking over from where the series ended abruptly in *KAMANDI*. Editor Jack C. Harris, who you may recall wrote the last few issues of the Kamandi series, wrote:

> "Ross Andru will be taking over the editing of this title next month. He has plans for the ending of the current OMAC saga and a return to ... Kamandi, the legendary creation of Jack Kirby. Originally scheduled to begin next issue, Kamandi will now appear as soon as possible, but not next month. The writers of OMAC and the new editor agreed that it would only be fair to those readers who have been following OMAC's adventures to end the plotlines and leave nothing hanging!"

Unfortunately, the series never appeared.

Finally, Kamandi was one of the first people chosen by the Monitor during the early days of the Crisis. By the end of the big event, Kamandi's future history was erased, and the boy who would have been Kamandi was instead found by Capt. Horatio Tomorrow of the Planeteers. Kamandi would grow up to be Tommy Tomorrow. Ironically, the Vortex had earlier given him a chance to "enter a world where he doesn't have to run and fight at every turn, a world that's sane". He made his choice to go back to his own world instead, but Fate had other plans after all.

Section V - Legion checklist [reboot] (part 2 - Jan to Mar 1995):

The following is part 2 of the "reboot" checklist of the Legion of Super-Heroes. This installment includes all appearances of the Legion of Super-Heroes and L.E.G.I.O.N./ R.E.B.E.L.S. from books cover dated January 1995 through March 1995. The general format of the entries is as follows:

title listed in the indicia	# issue number
cover date:	date listed in the indicia
publication date:	date available to the general public
format:	page count (not including covers), coloring, grade of paper
price:	purchase price
cover credits:	penciller(s)/ inker(s)/ colorist(s)/ cover editor
cover description:	brief description of cover
story title:	(story number, if more than one): title of story
story length:	number of story pages
story credits:	editor(s)/ assist. ed.(s)/ writer(s)/ penciller(s)/ inker(s)/ colorist(s)/ letterer(s)
roll call:	membership of the Legion of Super-Heroes in the current issue
cast of characters:	people of significance appearing in the current issue
synopsis:	detailed summary of story
comments:	points of interest, explanations, related trivia
letters page:	title of letters page, editor of letters page, names of letter writers

Special thanks once again to KC Carlson for supplying some of the missing cover credits. And now, the reboot checklist continues ...

LEGION OF SUPER-HEROES [fourth series] # 64

cover date:	January 1995
publication date:	16 November 1994
format:	32-page, full color, New Format
price:	$1.95
cover credits:	Stuart Immonen (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description:	Ultra Boy stands unfazed by a barrage of lightning bolts.
story title:	"Sibling Rivalry"
story length:	24 pages
story credits:	KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Mark Waid and Tom McCraw (plotters)/ Mark Waid (writer)/ Lee Moder [pp.1-11,23-24] and Yancey Labat [pp.12-22] (pencillers)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Bob Pinaha (letterer)
roll call:	Cosmic Boy, Live Wire, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon, Invisible Kid, Brainiac 5, and Spark.

cast of characters: Ultra Boy (Jo Nah of Rimbor, real name not yet revealed); unnamed thugs in a Metropolis bar named "Atom's Aunt"; Cosmic Boy (Rokk Krinn); Live Wire (Garth Ranzz); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); Spark (Ayla Ranzz, first uses codename); Mekt Ranzz (in flashback, on wanted poster, and mentioned by Ultra Boy); the lightning beasts of Korbal (in flashback only); the Ranzz parents (in flashback only, first names not yet revealed); unnamed S.P. officer on Winath (in flashback only); R. J. Brande; President Jeanne Chu (name not yet revealed); Brainiac 5 (Querl Dox); Ambassador Winema Wazzo (first name not yet revealed); Leland McCauley; the Workforce (unnamed); Karate Kid (unnamed); Spider-Girl (unnamed); Evolvo (unnamed); Inferno (unnamed).

synopsis: Ultra Boy walks into a seedy Metropolis bar named "Atom's Aunt" and orders a Silverale. He is harassed by two thugs, who try to beat him up and take his jacket. He knocks them both out, pays the bartender, and asks the way to Legion Plaza. The bartender tells him it's about two klicks south, and Ultra Boy flies off. At Legion headquarters: Ayla Ranzz meets her new teammates and displays her powers for them. She says that since "Live Wire" is used, she chooses the codename "Spark". Her brother Garth, a.k.a. Live Wire, is displeased with the situation and moves to the back of the room. Leviathan asks Spark how she gained her electrical powers. She explains that she was with her twin brother Garth and older brother Mekt on Korbal, where they all were attacked by the lightning beasts there. Eventually, they were found comatose. They spent months in medi-chambers. By the time she awoke, Mekt was long gone. She and Garth discovered that the beasts had energized them with the lightning. Not long after, the U.P. tapped her as Winath's draftee in the Legion. Live Wire asks Cosmic Boy where this leaves him, a charter member of the Legion. President Chu told him that Spark was his replacement. Cosmic Boy tells him that R. J. Brande has a lot of clout with the U.P. and that he will talk sense to them. Brande walks in and says there is nothing he can do, they're not bending. Live Wire looks at his sister angrily and says he can't believe his own twin would do this to him. Spark says that joining wasn't her idea, but Live Wire responds that she didn't say "no" either. Spark says that Winath's only been privy to news about the Legion for a week, and that she didn't even know he was there until she was drafted. She defends herself, tells him he has hurt their parents, and implies he is irresponsible. Live Wire tells her he hates her, then storms out before she can apologize. Saturn Girl says she can't believe that Brande is giving up so easily and tells Cosmic Boy and Live Wire to follow her ... that the fight's not over until the Legion has had its say. Soon, at President Chu's office: Chu is pleased to see the trio of Legionnaires. She wanted to brief them on their coming draftees. There will only be a few more, after which the U.P. will listen to all of their concerns. They bring up Spark replacing Live Wire. She tries to tell them that her hands are tied, but Saturn Girl interrupts saying that they are a united team that couldn't have gotten this far without each

other. Cosmic Boy says that they are her foundation, and that if Live Wire goes, so do they ... and with them the Legion's united image. Chu counters their remarks by asking how much they know about their teammate. She pulls up a vid showing that Garth Ranzz is a runaway! The U.P. has had to do a lot of damage control, and his parents are very much interested in talking to their son about his sudden absence. Cosmic Boy questions why it is even an issue since Garth is 14 U.P. standard years old, the age of majority. Chu explains that on most worlds it is, but not on Winath. Until all U.P. worlds agree on a mutual legal age, or until Garth is granted parental consent, he is still considered a minor. When Live Wire tries to defend himself by saying that he just wanted to find his brother, Chu displays a Wanted poster revealing that Mekt Ranzz is wanted for questioning all over the galaxy. Chu tells Cosmic Boy that she'll leave this decision up to him, but that he had better make it a good one lest she start doubting him too. Back at the Legion headquarters, in Brainiac 5's laboratory: Brainiac 5 is unsuccessful in his latest experiment. He complains that he'll probably have to hear Invisible Kid drone on now about the "practicality" of tactile engineering over the beauty of pure theory. Invisible Kid appears, saying that he heard Brainy's comment. Brainiac 5 had seen a small device floating nearby and knew Invisible Kid was there, saying that objects don't float through the air of their own accord. Suddenly, a floating chunk hits Invisible Kid in the head. Brainiac 5 corrects himself ... that chunk is left over from a failed hyperdense experiment. He tells Invisible Kid to ignore it, just like he does. Invisible Kid is not surprised that Brainiac 5 has failed to see the metal's potential ... he has other ideas. From outside the headquarters, Ultra Boy spies on the exchange between Brainy and Invisible Kid (even though he cannot hear what they are saying), then turns his attention to Apparition's room. Apparition is arguing via a communications monitor with her mother, the Ambassador of Bgztl. Apparition can't understand why her mother can't be proud of her; her mother feels her daughter is trying to embarrass her. Apparition's mother hangs up with her angrily saying she is no daughter of hers. Ultra Boy also sees Leviathan trying to teach Chameleon how to speak Interlac, and Triad training in the gym. He returns his attention back to Apparition, who left her room crying and is now being consoled by XS. Ultra Boy feels bad for her and wonders if he could make her feel better. Saturn Girl breaks his concentration and confronts him outside. Spark then attacks the stranger, much to Saturn Girl's dismay. Live Wire and Cosmic Boy see the fight and Live Wire attacks. Cosmic Boy tries to stop him until they know what is going on. Ultra Boy and Live Wire continue to fight. Leviathan, Chameleon, and Triad come out to see what all the commotion is about. Live Wire declares that he has discovered Ultra Boy's weakness ... he only uses one power at a time. Live Wire continues the fight, but is stopped by Leviathan. He forces Live Wire to look around at all the damage they have caused to the surrounding area. Cosmic Boy angrily steps between Ultra Boy and Live Wire. He says that Saturn Girl says Ultra Boy was provoked. He then turns to Live Wire, asking how he is expected to explain this to President Chu after what she just said to

them. Live Wire responds to Cosmic Boy by telling him to tell Chu that he took the decision out his hands ... Live Wire quits. Ultra Boy follows after Live Wire, tries to apologize, and then mentions that Live Wire's powers remind him of another lightning guy. Believing that this other person is his brother Mekt, Live Wire asks Ultra Boy if he has met him. Ultra Boy says that he hasn't personally, but can take him to someone who has. Ultra Boy grabs Live Wire and flies off. When Live Wire mentions that Ultra Boy should try to join the Legion, he responds that he is already part of a team. Elsewhere, Ultra Boy's teammates and their financier, Leland McCauley, watch the events on a viewscreen.

comments: Re-introducing Ultra Boy (Jo Nah) of Rimbor, Karate Kid (Val Armorr) of Earth, and Spider-Girl (Sussa Paka) of Earth. It is the belief of many fans that Inferno is the reboot version of Beauty Blaze, however there is nothing to support this assumption. Evolvo Lad (Sev Tcheru) of Lallor re-introduced as Evolvo. First appearance of the Workforce. Origin of Garth, Ayla, and Mekt Ranzz (in flashback). Invisible Kid first gets the idea for the Legion flight rings. Live Wire quits the Legion. Planets depicted: Earth, Korbal, and Winath. Spark mentions that Winath has only been privy to the news of the Legion for about a week. Her statement is interpreted to mean one week since Winath was asked to supply a draftee. Assuming that the previous battle with Mano ended in the evening and that Spark's introduction to the team this issue took place during the day, this story continues on the day after *LEGIONNAIRES #20*. This would allow a day for Leland McCauley to gather his own team, the Workforce, which he first hinted at forming in that same issue. The events of this issue take place in a single day.

letters page: None.

LEGIONNAIRES # 21

cover date: January 1995
publication date: 30 November 1994
format: 32-page, full color, Standard Format
price: $1.50
cover credits: Jeffrey Moy (penciller)/ W.C. Carani (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: Live Wire stands with his new teammates, the Workforce: Karate Kid, Spider-Girl, Inferno, Evolvo, and Ultra Boy. The team's owner, Leland McCauley, looks on.
story title: "Enter the Workforce!"
story length: 22 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom Peyer (writer)/ Jeffrey Moy (penciller)/ W.C. Carani (inker)/ Tom McCraw (colorist)/ Pat Brosseau (letterer)
roll call: Cosmic Boy, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon, Invisible Kid, Brainiac 5, and Spark.
cast of characters: Unnamed thugs on Asteroid 42464-ST (one thug, Klorn, is named); Leland McCauley; the Workforce (team name first revealed); Live Wire (Garth Ranzz); Ultra Boy (Jo Nah, first name first revealed, last name not yet revealed); Karate Kid (Val Armorr of Earth, real name not yet revealed); Spider-Girl (Sussa Paka of Earth, real name not yet revealed); Evolvo (Sev Tcheru of Lallor, real name not yet revealed); Inferno (Sandra Anderson of Earth, real name not yet revealed); Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz); the Wakeets (depicted on monitor only); ten thousand unnamed inmates of Planet Hell; Bur Rac (posing as warden, unnamed); Ambassador Roxxas of Daxam and the White Triangle (behind-the-scenes only).
synopsis: On Asteroid 42464-ST: Thugs loot the asteroid's man-made storehouses. This asteroid is a secret location where the Science Police store inventions deemed hazardous; these range from manufacturing processes that could topple economies to unthinkable weapons. The thugs have already taken out some local S.P. officers. One of their number, a blue-skinned male, tells the others to hurry because more S.P. will arrive within five minutes. They are suddenly attacked. The blue-skinned male incorrectly believes that it is the Legion. It is, in fact, Leland McCauley's new team. McCauley had bought word on the Infomart that someone wanted in. Live Wire suspects that McCauley wanted in too, or he wouldn't have sent them there. A week earlier, Live Wire had quit the Legion in disgrace. He tries to sound proud as he declares to the crooks that they face the Workforce. McCauley interferes via a remote communications vid, saying no one makes a move unless he

orders it. McCauley sends Spider-Girl in to attack. Inferno burns one of the crooks. Live Wire is shocked when McCauley doesn't reprimand her. Ultra Boy says he can put a stop to the situation, so McCauley tells him to do it. Spider-Girl kisses Ultra Boy, then he attacks. Live Wire compares Ultra Boy's power to such ancient greats as Valor and Superman. While using his super-strength, Ultra Boy is hit in the back by a sonics blast. Live Wire tells McCauley that they could win the fight if they simply applied teamwork. McCauley snaps back that he is in charge. As Spider-Girl and Karate Kid are sent flying, McCauley orders Evolvo to devolve and take the crooks apart. Evolvo, who is in his advanced state, questions the order because Evolvo is unable to control his ape-form's savage behavior. McCauley angrily tells Evolvo to do as he says. Evolvo becomes an ape, and is hit with a sonics blast. He turns and attacks Karate Kid. Spider-Girl uses a crate to knock him out. He reverts to a normal human form. Spider-Girl was aware that knocking him out would have that effect, but Ultra Boy has never seen him in that state. Karate Kid surmises that he didn't want them to. Live Wire mentally questions that this group can help them find his brother. Suddenly, a loud sound is heard. The crooks have attached all of their tractor-receptors to the crates and are escaping. McCauley orders Ultra Boy to go after them. Ultra Boy flies after them, but is blasted back down to the ground. The criminals escape. McCauley screams at his team, telling them that there is no room for losers. He orders that they go after the thieves. On Earth: Saturn Girl tries to comfort Spark, who misses her twin brother, but can't understand why he has been so frightened ever since the Korbal incident. Cosmic Boy calls for everyone's attention. Brainiac 5 is to brief them all on their next mission. Brainiac 5 tries to start the meeting, but stops because he thinks Invisible Kid has a question. Invisible Kid jokingly asks him what kind of name "Brainiac 5" is, and refers back to the evil 20th century villain named Brainiac. Triad adds that perhaps "Darkseid 2" was taken. Cosmic Boy tells them to cool it. Brainiac 5 gives Invisible Kid a nasty look, then continues on with the meeting. On a video screen, Brainiac 5 presents a picture of an alien belonging to the species known as the Wakeets. They have distinguished themselves with a healthy interplanetary trade in what some have said are all the wrong things ... jobs too dangerous or distasteful, which other planets would rather delegate. The Wakeets most ambitious project was Planet Hell, an isolated, self-sustaining, super-security prison. The prison planet is inescapable. He knows because the Wakeets hired his people, the Coluans, to design and engineer it. Five years earlier, its gateway, an electromagnetic tunnel that should have been infallible, unaccountably broke down ... trapping everyone, prisoners and staff alike, in Hell. Saturn Girl asks if they are all right. Brainiac 5 says that the staff's sporadic radio transmissions lacked a certain coherence. That, and Hell's extreme conditions, suggest they may be insane. When Triad asks why the Coluans couldn't have built another tunnel, Brainiac 5 explains that they could have, but the Wakeets never paid for the first one. The Wakeets thought they had outsmarted the Coluans, but it turned out they only outsmarted themselves. The Coluans vowed not to work on the

prison as long as the Wakeets owned it. Unable to expand the prison's profit base with new inmates, the Wakeets have recently cut their losses and donated the prison to the United Planets. A Coluan team immediately went to work, and now they have a makeshift electromagnetic tunnel of limited duration. The U.P. has asked Brainiac 5 to repair the tunnel, and the Legion to assess the condition of the inmates and staff. XS asks where Hell is. Brainiac 5 explains that it is inside the Sun! Later: As the Legion's ship lands on Hell, one resident joyfully runs to greet them. The Legionnaires disembark, wearing special goggles and jet-packs. Triad declares that she is already perspiring. The resident, Bur Rac, runs up to the Legionnaires and drops at their feet. He tells them they must get him out of there. When Cosmic Boy says they'll see if they can help once they see the warden, Bur Rac states that he is the warden. Cosmic Boy tries to get Bur Rac to help them access the power grid, but he says he can't remember where it is. Saturn Girl does not wish to read his mind because a full telepathic link with the mentally disturbed carries grave risks. Using a schematic that Brainiac 5 has brought, he, Cosmic Boy, Spark, Chameleon, and Apparition head towards the power grid. Bur Rac takes Saturn Girl, Leviathan, Invisible Kid, Triad, and XS to view the prisoners. Bur Rac is proud of the fact that he has kept ten thousand of the worst criminals in the galaxy locked up all by himself. When questioned about the other guards, he states that they were all crazy. He said they all tried to escape in a ship, but were burned up in the Sun. Elsewhere, at the supposed location of the power grid, Apparition searches for the hidden entrance. While they wait, Spark asks Brainiac 5 exactly why he did choose the Brainiac name, but he cuts her off. Apparition locates the entrance below them, and Spark blasts an opening in the floor. They descend using their jet-packs. Cosmic Boy asks Brainiac 5 about the lethal Coluan security devices that he had mentioned earlier. Brainiac 5 hopes that the warden would have been smart enough to disable them. Suddenly, small, flying disks attack them. They attach themselves to Chameleon and begin to shock him. Brainiac 5 has also become surrounded by the devices, but they suddenly shut down. The devices were programmed to shut down in the presence of a Coluan. Spark fears that Chameleon is dead, but he re-forms unharmed. As Bur Rac continues his tour, Saturn Girl receives word that the power grid is open. Bur Rac secretly speaks into a hidden microphone in his collar stating that everything is still under control. An unidentified ship suddenly flies into Hell and heads towards the power grid. Saturn Girl and Leviathan warn Cosmic Boy and head after the ship. A charge explodes, knocking them off their feet. XS fears for her teammates, but Bur Rac says that that is the least of their worries. He grins as he tells her that if that charge knocked out the security grid, the cell doors are going to power down, and ten thousand prisoners will be set free ... in about ten seconds!

comments: First appearance of Bur Rac. First appearance of the Wakeets. Live Wire joins the Workforce. Planets depicted: Asteroid 42464-ST (a.k.a. the Forbidden Asteroid), Earth, and Planet Hell. Planets mentioned: Colu. Races mentioned: The Wakeets. Given Live Wire's comment that he quit the Legion "last week", this story probably takes place between four and seven days after *LEGION OF SUPER-HEROES [fourth series] #64*. The Workforce scene and the Legion scene each take place in a single day, however an indeterminate amount of time may have passed between the two.

letters page: "Legionnaires". First new letters page in this title since the reboot. Letters regarding *LEGIONNAIRES #17* from Jim Kelly, Joy Lee Barnhart, Bob Kowalski, Joey Marchese, Steven Leitman, Wes Connors, and Steve Woodgeard. Edited by Mike McAvennie.

R.E.B.E.L.S. '95 # 3

cover date: January 1995

publication date: 30 November 1994

format: 32-page, full color, New Format

price: $1.95

cover credits: Dave Johnson (artist)/ ? (colorist)/ Curtis King (cover editor)

story title: "Brains"

story length: 24 pages

story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Derec Aucoin (penciller)/ Mark Propst (inker) [Note: The cover incorrectly credits James Pascoe as internal inker]/ Stuart Chaifetz (colorist)/ Gaspar Saladino (letterer)

synopsis: On the planet Crell: Criminals surround Vril Dox. They prepare to kill the former leader of L.E.G.I.O.N., not believing his story that he has been recently expelled from that agency and is only on Crell to obtain diagnostic equipment for his ship. As one of the thugs puts a gun to Dox's head, L.E.G.I.O.N. soldiers burst in. The thug attempts to shoot Dox, but Dox succeeds in redirecting the blast at a L.E.G.I.O.N. soldier. The thug decides he has misjudged Dox and allows him to take the gun. The soldiers drop a death's egg, a grenade powerful enough to destroy the entire building, then retreat. Dox quickly grabs the grenade, reprograms it, then tosses it out at the L.E.G.I.O.N. soldiers, obliterating them. With a little help from his gun, Dox convinces the crooks to give him the parts he needs. Meanwhile, back at the ship, the R.E.B.E.L.S. discuss whether they should vacate the craft as Dox had demanded or if they should wait and talk to him. Suddenly, a ship alarm warns them that they are being surrounded by L.E.G.I.O.N. soldiers. Borb begins teleporting Phase, Stealth, and Strata to safety. The soldiers enter the ship. The captain accidentally knocks over a vessel containing brains! He then finds the chained Telepath, who insists he is a L.E.G.I.O.N.naire who is a prisoner of Vril Dox. The soldier doesn't believe him and shoots. He suddenly receives a call that his men are in trouble. He and another soldier find Lobo slaughtering the other soldiers. Lobo kills them all and returns to his nap. One remaining soldier is in the control center and is attacked by the

ship. It drives tendrils into the soldier's head. In deep space: Garv continues to track Dox's ship. On Crell: The R.E.B.E.L.S. save a local citizen from an attacking L.E.G.I.O.N. craft. Six more ships arrive and attack the heroes. Strata, Stealth, and Borb are captured, leaving Phase alone to save them. On the water-world Ontaeus: The world's leader, King Thalak, communicates to Lydea Mallor that his world does not desire L.E.G.I.O.N.'s services. On Cairn: Lydea tells Lyrl Dox that this is the eighth refusal to the eighth invitation. In order to scare the first seven worlds into signing on, Lyrl orders the water-world "boiled". On Crell: Dox returns and wakes Lobo. He asks about the dead L.E.G.I.O.N. soldiers and the brains he found spilled on the floor. Soon, Dox finds the mindless soldier attached at the head to the ship. He concludes that the ship renders the mind's alpha-waves into a powerful energy source. It was low on fuel and simply sucked the soldier's mind right out of him. A message comes over the soldier's communications device saying that backups are being sent. Dox uses a special code to cancel the backup. A general alert is then issued saying that Strata, Stealth, and Borb are in custody. The ship suddenly takes off. The ship does not respond to Dox. He states that if he can't get control away from the soldier, they're all dead!

LEGION OF SUPER-HEROES [fourth series] # 65

cover date: February 1995
publication date: 14 December 1994
format: 32-page, full color, New Format
price: $1.95
cover credits: Stuart Immonen (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: Cosmic Boy, Spark, Apparition, and Brainiac 5 fend off attacking inmates on Planet Hell.
story title: "Breakout!"
story length: 23 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Mark Waid and Tom McCraw (plotters)/ Mark Waid (writer)/ Tom Peyer (plot assist)/ Lee Moder (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Bob Pinaha (letterer)
roll call: Cosmic Boy, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon, Invisible Kid, Brainiac 5, and Spark.

cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz); ten thousand unnamed inmates of Planet Hell (the Brain-Globes of Rambat are among those depicted); Bandarkat; Caress; Titanor of Titan; Bur Rac (posing as warden, name first revealed); Ambassador Roxxas of Daxam and the White Triangle (behind-the-scenes only, one member depicted in communication with Bur Rac); two unnamed pilots from the Asteroid 42464-ST incident; Leland McCauley; the Workforce; Live Wire (Garth Ranzz); Ultra Boy (Jo Nah, last name not yet revealed); Karate Kid (Val Armorr, real name not yet revealed); Spider-Girl (Sussa Paka, real name not yet revealed); Evolvo (Sev Tcheru, real name not yet revealed); Inferno (Sandra Anderson, real name not yet revealed).

synopsis: Invisible Kid tells Triad, XS, and Bur Rac that a number of starships have bombed the below team and are now landing. They are escape craft for the ten thousand inmates whose cells have just been deactivated. Invisible Kid asks Bur Rac if there is an emergency fail-safe, but Bur Rac is already running away laughing. Triad then calls Invisible Kid and XS's attention to the crowd of criminals racing their way. Before they can be trampled, Invisible Kid, Triad, and XS are rescued by Saturn Girl and Leviathan. Invisible Kid tells XS to check on Cosmic Boy and the others. She arrives just as the below team blasts free of the debris. The Legionnaires conclude that the warden isn't all he appears to be. Cosmic Boy tells the others to ditch the Athramite jet-packs, then he uses his magnetism to pull them to safety. They head to the docking bay and are attacked by two criminal pilots who have arrived to aid the inmates ... the criminals were among those the Workforce failed to stop on Asteroid 42464-ST. The two pilots are stopped. It is ascertained that the rest of the ships were tractored in to make more room for the inmates. Leviathan decides that the only way to keep the inmates on the prison planet is to destroy all the ships, including their own. Elsewhere in the prison, Bur Rac secretly contacts his White Triangle masters. Bur Rac reminds them that five years earlier he engineered the overthrow of the real warden. The warden's final act was to sabotage the exit. His masters have sent the ships to rescue the prisoners, who will gladly do their bidding once they are free. Bur Rac hears a commotion. The Legion's battle with the escaped criminals continues. Suddenly, the Workforce arrive and add to the Legion's strength. From a distant locale, McCauley orders his team to get moving. They are blinded because none are wearing protective goggles. With the Legions' help, they procure the goggles they need from some of the prisoners. Ultra Boy is furious when Leviathan smashes the Workforce's ship. The fighting continues. Inferno almost kills Chameleon when she fries one of the convicts. Brainiac 5 turns his attention to an escape plan. Ultra Boy and Apparition meet for the first time (it is love at first sight). The two pilots awaken and unload the stolen weapons taken from Asteroid 42464-ST. They pass them out to the inmates. Bur Rac arrives and declares that they have lost the window to escape ... the tunnel is beginning to collapse. Bur Rac says that the

Legionnaires have doomed them all. He orders the others to use their weapons and kill them. Brainiac 5 tells Cosmic Boy that the destruction of the power grid has overtaxed the planet's generators. Not only are they losing the shields which protect them from the Sun's heat, but the electromagnetic tunnel has finally collapsed! Brainiac 5 gives the prison planet four hours U.P. Standard Time before it is consumed by the Sun ... two hours before it becomes brutally uncomfortable. The criminals, now heavily armed, surround the Legionnaires with weapons drawn.

comments: Re-introducing the Brain-Globes of Rambat (unnamed) and Caress. First appearance of Titanor of Titan and Bandarkat. Planets depicted: Planet Hell. Planets mentioned: Titan. Races mentioned: The Athramites. This story continues on the same day as the end of *LEGIONNAIRES #21*. The events of this issue take place in a single day.

letters page: None.

LEGIONNAIRES # 22

cover date: February 1995
publication date: 29 December 1994
format: 32-page, full color, Standard Format
price: $1.50
cover credits: Jeffrey Moy (penciller)/ Tom Simmons (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: Ultra Boy, Saturn Girl, Inferno, and Karate Kid battle escaping inmates on Planet Hell.
story title: "Hard Time!"
story length: 22 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom Peyer (writer)/ Tom McCraw and Mark Waid (plot assists)/ Jeffrey Moy (penciller)/ Tom Simmons (inker)/ Tom McCraw (colorist)/ Pat Brosseau (letterer)
roll call: Cosmic Boy, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon, Invisible Kid, Brainiac 5, and Spark.
cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz); ten thousand unnamed inmates of Planet Hell; Bur Rac (formerly posing as warden); Leland McCauley (behind-the-scenes only); two unnamed pilots from the Asteroid 42464-ST incident; the Workforce; Live Wire (Garth Ranzz); Ultra Boy (Jo Nah, last name not yet revealed); Karate Kid (Val Armorr, name first revealed); Spider-Girl (Sussa Paka, real name not yet revealed); Evolvo (Sev Tcheru, real name not yet revealed); Inferno (Sandra Anderson, real name not yet revealed); Ambassador Roxxas of Daxam and the White Triangle (behind-the-scenes only).

synopsis: As Bur Rac tells the Legionnaires they are about to die, Brainiac 5 interrupts and states that since the power grid is a product of Coluan technology, he can save them all. His one condition is that no one is to be harmed. Some of the inmates don't believe him. Brainiac 5 says he only has four hours before the temperature kills them and that Bur Rac must decide. Bur Rac agrees, but states that the others will remain behind as hostages. Brainiac 5 insists he needs assistance, and chooses Saturn Girl and Evolvo to go with him. Invisible Kid convinces Brainy that he would also be useful. The repair team leave, and Bur Rac has the remaining heroes imprisoned. He also grabs a blaster and one of the Legion jet-packs. Soon after, at the opening to the power grid, Invisible Kid displays signs of acrophobia (fear of high places). Evolvo arrogantly explains to Brainiac 5 that in his advanced form he has a 10th level intellect (normal humans are 6th level). Brainiac 5 puts Evolvo in his place by responding that he has a 12th level intelligence. Saturn Girl realizes that Brainiac 5 does not yet know how to make the repairs. He tells her to monitor the others to make sure the convicts haven't violated the agreement. In one prison cell: Spark and Live Wire argue. Live Wire tells Spark that the lightning within them is not a benign power, that you can feel it building inside like anger. In another cell: Karate Kid tells XS that he joined Workforce for money so that he could travel and learn new forms of martial arts. Karate Kid probes for a weakness in the force field. In another cell: Leviathan snaps at Chameleon for not knowing Interlac and complains about being hungry. Chameleon gives Leviathan a candy bar. In another cell: Cosmic Boy tells Apparition that she is being silly by not becoming intangible simply because he has to suffer from the heat. She does so and decides to check on the others. In the next cell: Apparition interrupts Ultra Boy and Spider-Girl making out. She quickly leaves, embarrassed and hurt, not realizing those two were a couple. Back at the power grid: Brainiac 5 has all but given up. Bur Rac appears with gun drawn. When Evolvo says there is nothing they can do, Bur Rac prepares to kill them. Suddenly, Invisible Kid gets an idea. In another cell: Inferno threatens to incinerate the three Triads if they don't reintegrate and shut up. Elsewhere in the prison: The inmates begin reacting irrationally because of the heat. They begin fighting amongst themselves, but then decide to destroy the Legion instead. At the power grid: Both Brainiac 5 and Evolvo insist that Invisible Kid's plan can't work. Bur Rac puts his gun to Brainy's head and tells them to do what Invisible Kid has suggested. At the prison cells: Karate Kid breaks through the force field, and he and XS escape. At the power grid: Saturn Girl tells Bur Rac that the inmates are going mad, and that he must allow her to project his thoughts to them and calm them down. She projects his thoughts, but he is unable to hide his racist thoughts that the others are lowly scum and pawns. The inmates head to the power grid to go after Bur Rac. Evolvo suggests that he take on his savage ape-form, and that he should be susceptible to Saturn Girl's telepathic suggestions. He devolves into his ape-form. Saturn Girl orders the ape-man to block the opening with some large debris. Invisible Kid activates his plan just in time. He saves Hell by altering the force field's polarity,

causing the Sun to repel them out into space. The inmates break through the barrier. They fire upon the Legionnaires, but the blasts are stopped by an invisible field. Invisible Kid reveals that he can erect a force field anywhere on the planet. Elsewhere in the prison: All the captive heroes have been freed and are fighting with the other inmates. The criminals notice the starry sky. Later, Cosmic Boy states that the Science Police will send a fleet before the field wears out. Evolvo is relieved that Invisible Kid was able to extend the force field to contain all of the prisoners. Cosmic Boy goes to see Live Wire. Live Wire hopes that he is being invited to return to the Legion, but Cosmic Boy just wanted to see how he was doing. Live Wire leaves with his new teammates.

comments: Planets depicted: Planet Hell. Planets mentioned: Colu. This story continues on the same day as *LEGION OF SUPER-HEROES [fourth series] #65*. The events of this issue take place in a single day.

letters page: "Legionnaires". Letters regarding *LEGIONNAIRES #0* from Jim Kelly, Justin Steiner, Jeff Mitchell, Jay Peterson, Stephen James Scheider, and Shane Parker. Edited by Mike McAvennie.

BOB, THE GALACTIC BUM # 1

cover date: February 1995
publication date: 05 January 1995
format: 32-page, full color, New Format
price: $1.95
cover credits: Carlos Ezquerra (artist)/ ? (colorist)/ Curtis King (cover editor)
story title: "The Piker Chapter 1 And the Maggot Cried "Death""
story length: 25 pages
story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Alan Grant and John Wagner (writers)/ Carlos Ezquerra (artist)/ Dan Brown and Digital Chameleon (colorist)/ Gaspar Saladino (letterer)
comments: Four-issue mini-series. The R.E.B.E.L.S. appear. Vril Dox sends Stealth and Lobo to search for Chazza of Gazza. The Khunds also appear. No Legion appearances.

GUY GARDNER: WARRIOR # 28

cover date: February 1995
publication date: 05 January 1995
format: 32-page, full color, Standard Format
price: $1.50
story title: "Capital Punishment: Act 2 Deck the Hood With Blows of Folly"
story length: 22 pages
story credits: Eddie Berganza (editor)/ Beau Smith (writer)/ Mitch Byrd (penciller)/ Dan Davis (inker)/ Stu Chaifetz (colorist)/ Albert DeGuzman (letterer)
comments: The Khunds appear. No Legion appearances.

R.E.B.E.L.S. '95 # 4

cover date:	February 1995
publication date:	11 January 1995
format:	32-page, full color, New Format
price:	$1.95
cover credits:	Dave Johnson (artist)/ ? (colorist)/ Curtis King (cover editor)
story title:	"Breakthroughs"
story length:	24 pages
story credits:	Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Derec Aucoin (penciller)/ Mark Propst (inker)/ Stuart Chaifetz (colorist)/ Gaspar Saladino (letterer)
synopsis:	On Crell: L.E.G.I.O.N. soldiers attach inhibitors to Strata, Stealth, and Borb. On Ontaeus: The water-world is attacked. On Cairn: Lydea Mallor contacts the leader of Ontaeus to give him one more chance to sign up with L.E.G.I.O.N., but he refuses. Word is received that three of the R.E.B.E.L.S. have been captured. Lyrl Dox orders that his mother be returned, and the others disposed of. On Crell: Vril Dox succeeds in ripping the tendrils from the L.E.G.I.O.N. soldier's head. The ship crashes to the planet's surface. In space: Garv learns that Strata is in custody. He disregards the order to return to Cairn and heads to Crell. On Crell: Phase finds Strata in a prison cell and removes her inhibitor. Elsewhere, on Dox's ship: Dox notes that the tendrils keep reaching for him. He has determined that in order to control the ship, the target mind must maintain a meditative state. Not wishing to risk his own, he searches out Telepath, only to find him wounded and bleeding. Telepath remembers that it was a L.E.G.I.O.N. soldier who shot him while he was helpless. Dox says he will free him after they talk. Vril is unable to convince Telepath that Lyrl is evil. He temporarily repairs Telepath's wounds. In the prison cell, L.E.G.I.O.N. soldiers arrive and Strata attacks them. Strata and Phase remove the inhibitors from Borb, Stealth, and other prisoners. The R.E.B.E.L.S. and prisoners fight their way to freedom. On the ship, as Lobo tells Dox about more soldiers who have arrived outside, the ship's tendrils suddenly grab into Dox's head. The R.E.B.E.L.S. arrive to find a L.E.G.I.O.N. tank attacking the ship. They destroy the tank and Borb teleports them all to Dox's ship. The R.E.B.E.L.S. learn that Vril Dox and the ship entity have developed an "understanding".

LEGION OF SUPER-HEROES [fourth series] # 66

cover date: March 1995
publication date: 25 January 1995
format: 32-page, full color, New Format
price: $1.95
cover credits: Lee Moder (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: Applicant Laurel Gand demonstrates her strength to the Legionnaires by tying a steel girder into a knot. Arrogantly she asks "So, am I in or what?".
story title: "Membership Drive"
story length: 24 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom McCraw and Mark Waid (plotters)/ Tom McCraw (writer)/ Lee Moder (penciller)/ Ron Boyd (inker)/ Tom McCraw (colorist)/ Bob Pinaha (letterer)
roll call: Cosmic Boy, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon, Invisible Kid, Brainiac 5, Spark, Star Boy (unnamed and not depicted, stated to be Kid Quantum's replacement when he recovers from a space cruiser accident), Andromeda, Shrinking Violet, and Kinetix.
cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); President Jeanne Chu (name not yet revealed); Andromeda (Laurel Gand of Daxam); unnamed Legion combat trainers; Leviathan (Gim Allon); Chameleon (Reep Daggle); Lume of Silvan (real name not yet revealed); Triad (Luornu Durgo); XS (Jenni Ognats); Invisible Kid (Lyle Norg); Apparition (Tinya Wazzo); Spark (Ayla Ranzz); unnamed politician of Imsk; Shrinking Violet (Salu Digby of Imsk); Micro (Lalo Muldroon of Imsk, real name not yet revealed); Ion (of Imsk, real name not yet revealed); unnamed S.P. officers on Imsk (one, Dryk, is named); Kinetix (Zoe Saugin of Aleph, last name not yet revealed); Thanot Saugin of Aleph (younger brother of Zoe, last name not yet revealed); Gates (Ti'Julk Mr'Asz of Vyrga, real name not yet revealed); Marla Latham (last name first revealed); R. J. Brande (mentioned); two unnamed members of the Council of Aleph (one is possibly Ambassador Dowal, shown in *LEGION OF SUPER-HEROES [fourth series] #72*); Brainiac 5 (Querl Dox).
synopsis: On Earth, outside Legion headquarters: The applicant from Daxam, a very aggressive young lady named Laurel Gand, displays her powers fighting Legion combat trainers. President Chu explains to Cosmic Boy and Saturn Girl that she demonstrates mega-strength, mega-breath, and mega-speed and reflexes. She explains that Laurel is from Daxam and has been named Andromeda. All Daxamites gain incredible powers away from their red sun, however they rarely leave their world because common lead is highly toxic to their kind. She wears a transuit which protects her from the lead on Earth. Saturn Girl is stunned that she can also fly. Chu says there's more, however this is Andromeda's first time away from Daxam so her powers are new to

her. She says that Earthgov is thrilled at Daxam's sudden eagerness to join the United Planets, and that volunteering Andromeda is a very positive sign. One of the combat trainers gets in a shot to Andromeda's jaw, she responds by slugging him and telling him not to touch her. Cosmic Boy stops the exercise and welcomes Andromeda to the team. He says he'll want her to meet the others once they've returned from their applicant screenings. Andromeda storms off saying she will serve her tour of duty, but that she never agreed to intermingle with "their" kind. When he questions to whose kind she is referring, she responds with "everyone's kind". Saturn Girl questions Chu on the logic of accepting a xenophobe. President Chu mentions that another champion from Xanthu has already be selected as a replacement for Kid Quantum ... he'll arrive just as soon as he recovers from a space-cruiser accident. On the planet Silvan: Leviathan and Chameleon look around for the proposed applicant of that world. Leviathan is annoyed by pesky fireflies. Chameleon captures one in his hand. Leviathan warns him that the pest may give off heat as well as light. The firefly burns Chameleon's hand, then escapes and transforms into their new applicant, Lume. Lume shows them that he can also become very bright. Leviathan believes Lume is a solid prospect and asks him to hop in the cruiser so they can take him to Earth for full Legion registration. Lume says that he cannot leave his homeworld, that space is too dark. No one had mentioned travel to the applicant. Leviathan and Chameleon leave for their next stop. On Imsk: Apparition and Spark wait for the Imskite's applicants. Three applicants and a government official suddenly appear, growing from microscopic size. The official introduces Ion, Micro, and Shrinking Violet as their world's finest fighters. They would prefer the Legion to pick one, and have set up a contest to help determine Imsk's member. Micro places his hand on Ion's shoulder and, in a condescending manner, wishes her luck. The competition begins and a battle-drone is unleashed. When Ion shrinks to subatomic size to get an advantage, she suddenly screams and collapses. The medics discover she has been killed. On Aleph: Thanot Saugin finds his sister Zoe in a cavern and tells her that her audition is nearly at hand. She tells him that she is divining for artifacts. She feels she has located an object nearby ... something mysterious and of great power. Thanot points out that the last fourteen times produced nothing of value. She uses her powers to begin digging for the object. On Vyrga: Leviathan and Chameleon search through a thick jungle. Leviathan says they are to find a sentient codenamed Gates, but the readings keep jumping around. They find Gates and greet him, but he is hardly glad to see them. Gates says he has been drafted against his will and teleports away. He reappears and says he is not a political bargaining chip and does not wish to join their "commando unit". He teleports to another spot, calling the Legion a "teenage death squad". Leviathan tries to grab the reluctant applicant, but Gates teleports him to a high cliff. Chameleon turns into a large bird and rescues his teammate. On Earth: Watching the events on a viewscreen, the other Legionnaires are amazed, having originally believed that sentients would be lining up to join the Legion. Marla Latham walks in with refreshments and

learns that one of the Imskite applicants has been killed. He says that R. J. Brande will be sick about the news. On Imsk: The Science Police have arrived, and Shrinking Violet appears to tell them that the scans have proven that Ion was murdered. Someone had planted on her an auraflux blade, made from a flux-metal that resists size-changing, which is normally implanted into prisoners to keep them from shrinking. Micro is eager to resume the competition, but Apparition says the agenda has changed ... first they are going to solve the murder. Micro implies that Shrinking Violet is probably guilty, and storms off. On Aleph: Two members of the Aleph Council apologize to Leviathan and Chameleon for the tardiness of their nominee. One explains that it would be best if she showed them herself what she can do, but states that there are many on Aleph who consider her power an aberration of nature. The other quickly adds that the Council are not among those who share that belief. Zoe Saugin is in her room, transforming into different outfits. She is frustrated because her dig produced nothing. She decides on an outfit and heads to her interview. On Imsk: The video of the competition is replayed. Shrinking Violet notices that Micro placed his hand on Ion's shoulder. Upon further inspection, it is revealed that he planted the auraflux blade! Micro begins ranting and raving about how he shouldn't have had to compete for the position, that it should have been his from the start. He shrinks and runs, but Violet catches up to him. They fight and she succeeds in knocking him out. Apparition and Spark insist that Violet become a Legionnaire. On Aleph: Zoe is ready to display her powers for Leviathan and Chameleon. The Council have named her Morpho, but she chooses Kinetix instead. She shows her unique ability to animate inanimate objects by attacking Chameleon with various constructs. She admits that her powers work best on small things and that she has to concentrate pretty hard, but she still thinks she would make a good Legionnaire. Leviathan agrees. Later, on Earth: The Legion greet their new members: Andromeda, Shrinking Violet, and Kinetix. Cosmic Boy says that he wants Andromeda to be safely freed of her transuit so her powers aren't hampered. He asks Brainiac 5 how the research is going, but Brainiac 5 is too distracted by Andromeda to reply.

comments: Re-introducing Andromeda (Laurel Gand) of Daxam and Shrinking Violet (Salu Digby) of Imsk. First appearance of Kinetix (Zoe Saugin) of Aleph (originally named "Morpho" by the Council of Aleph). Re-introducing Micro Lad as applicant Micro of Imsk. First appearance and death of applicant Ion of Imsk. First appearance of applicants Lume of Silvan and Gates of Vyrga. Star Boy mentioned as replacement for Kid Quantum (officially member number thirteen). Legion inducts new members Andromeda , Shrinking Violet , and Kinetix. It is explained that Imskites carry a special aura that allows them to change their size and the size of any clothing or air within their immediate space. Planets depicted: Earth, Silvan, Imsk, Aleph, and Vyrga. Planets mentioned: Daxam. Races mentioned: The Athramites. An indeterminate amount of time, possibly weeks, has passed since the events of *LEGIONNAIRES #22*. The events of this issue take place in a single day.

letters page: None.

LEGIONNAIRES # 23

cover date: March 1995
publication date: 01 February 1995
format: 32-page, full color, Standard Format
price: $1.50
cover credits: Jeffrey Moy (penciller)/ Wade von Grawbadger (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor)
cover description: Leviathan and Cosmic Boy watch on as Spark, Triad, and Apparition head out for a girl's night on the town.
story title: "Flight"
story length: 22 pages
story credits: KC Carlson (editor)/ Mike McAvennie (assist. ed.)/ Tom Peyer (writer)/ Mark Waid and Tom McCraw (plot assists)/ Jeffrey Moy (penciller)/ W.C. Carani (inker)/ Tom McCraw (colorist)/ Pat Brosseau (letterer)
roll call: Cosmic Boy, Saturn Girl, Apparition, Triad, Leviathan, XS, Chameleon, Invisible Kid, Brainiac 5, Spark, Andromeda, Shrinking Violet, and Kinetix. Membership awaits Star Boy (behind-the-scenes only).
cast of characters: Cosmic Boy (Rokk Krinn); Saturn Girl (Imra Ardeen); Apparition (Tinya Wazzo); Triad (Luornu Durgo); Leviathan (Gim Allon); XS (Jenni Ognats); Chameleon (Reep Daggle); Invisible Kid (Lyle Norg); Brainiac 5 (Querl Dox); Spark (Ayla Ranzz); Andromeda (Laurel Gand); Shrinking Violet (Salu Digby); Kinetix (Zoe Saugin, last name not yet revealed); Obin Der of Daxam (on vid only); Mekt Ranzz (in flashback only); lightning beasts of Korbal (in flashback only); Garth Ranzz (in flashback and as Live Wire, out of costume); Leland McCauley; crowd at Club Stargate in Metropolis; Ambassador Winema Wazzo (first name not yet revealed); three unnamed non-Daxamite members of the White Triangle (one with eyeglasses, one with ponytail, one with bald head); unnamed water-breathing alien attacked by White Triangle members; Ambassador Roxxas of Daxam (behind-the-scenes only); Honorable mention: Marge and Homer Simpson [from The Simpsons], Quark the Ferengi and a Dabo girl [from Star Trek], and various Manga characters (all as bystanders in a crowd), plus the Club Stargate bouncer [based on the movie Stargate].
synopsis: At Legion headquarters: Andromeda angrily leaves the other Legionnaires in the lounge, saying she doesn't want their stupid presents or their stupid friendship, and she doesn't want anything to do with any of them. Brainiac 5 steps out of his lab to see what all the commotion is about. Invisible Kid grabs Brainiac 5 and tells him to join them in the lounge for a moment. Invisible Kid gives everyone a newly created Legion ring. He explains that it contains a mid-range tracking beacon and communicator, so they can keep tabs on each other. He then tells them there is one more thing about the rings. He rises off the floor and explains that they also fly! Everyone rushes outside

to try their new rings. Invisible Kid and Brainiac 5 remain on the ground. Brainiac 5 says he recognizes the substance that the rings are made of. Invisible Kid says that it is the substance that Brainiac 5 created by accident. Brainy had been trying to increase the density of Valorium, but Cosmic Boy interrupted him. The sample was de-gravitized, ruining the experiment. He discarded it, but Invisible Kid retrieved it. Everyone swarms around Invisible Kid, while Brainiac 5 looks on with envy. In Andromeda's room: Andromeda contacts Obin Der on Daxam. She is upset because she has no one of her own kind to talk to ... the "aliens" have even tried to touch her. Obin Der sighs and says her prejudices are her own affair. They drafted her because she tested well on her powers. He tells her she can either remain where she has mega-strength, x-ray vision, and the ability to fly or ... she can be brought back to Daxam, lose her powers, and be returned to school. He suggests that she start making friends. Outside: When Cosmic Boy begins to talk about broadening their activities, Triad cuts into him about how something fun has finally happened to them and all he can do it think of work. He says he was going to say that they should all take the rest of the weekend off and have fun. Apparition says there is a club on the Metrobahn she has been wanting to try out. XS, Triad, Spark, Violet, and Kinetix are all for it. Leviathan, Cosmic Boy, Chameleon, and Saturn Girl want to hit the VR. Unexpectedly, Andromeda approaches the girls and asks if she can go with them. Elsewhere, in Miami Beach: Live Wire has a nightmare about the accident on Korbal. He awakens and is brought a message by a probe attendant. Cosmic Boy has called to tell him about the new Legion flight rings. The video changes, replacing Cosmic Boy with an angry Leland McCauley who yells at Live Wire for slacking off. Later that night, outside Legion headquarters: The girls assemble. Kinetix changes Violet's bland dress into something more elaborate. Flying above Metropolis, the girls discuss the Chicago Stockyards below which were brought to Metropolis and turned into a museum. The girls discuss the old and disgusting practice of eating animal flesh. They then turn their discussion to boys. Kinetix shows interest in Leviathan. Triad teases XS about Cosmic Boy. The girls finally arrive at Club Stargate, the hottest club in Metropolis. Kinetix decides that Violet's dress is too formal and transforms it into something skimpier, embarrassing Violet. As the girls wait to get in, a trio of bigots wearing White Triangle pendants watch on. Suddenly, Ambassador Wazzo steps out of the crowd and scolds her daughter, Apparition. She yells at the other girls for corrupting her daughter, then grabs her and drags her home. Kinetix transforms Violet's outfit again. The girls begin to think maybe they should go home. Again, Kinetix transforms Violet's outfit. At Legion headquarters: While trying out the VR, Saturn Girl and Cosmic Boy almost kiss. Back at Club Stargate: The girls have decided to stay for another half hour. Once again Kinetix transforms Violet's outfit. Suddenly, a water-breathing sentient is attacked and his helmet smashed. The attackers, the three bigots, run off. Andromeda tells them to tend to the victim while she pursues the thugs. Andromeda tracks down the trouble-making bigots and captures them. One of the thugs asks why someone with such good

genes wastes her time helping such scum. Andromeda then notices that they are wearing White Triangle pendants and lets them go, telling them not to come back. Andromeda returns to the crime scene. The victim is fine. Kinetix asks about the thugs ... Andromeda says she took care of them. Kinetix tries once more to transform Violet's clothing. The outfit is so revealing that she shrinks out of sight, totally mortified. The girls give up and go home.

comments: First appearance of Obin Der of Daxam. Origin of Garth, Ayla, and Mekt Ranzz (in flashback). Invisible kid invents the Legion flight rings using a substance previously created by Brainiac 5 in *LEGIONNAIRES #20* and found by Invisible Kid in *LEGION OF SUPER-HEROES [fourth series] #64*. Brainiac 5 incorrectly states that it was Cosmic Boy who had interrupted him; it was, in fact, Invisible Kid who was calling for Cosmic Boy. One of the outfits that Kinetix makes for Violet resembles one of her pre-reboot costumes. Planets depicted: Earth, Korbal, and Daxam (on vid only). An indeterminate amount of time has passed since the events of *LEGION OF SUPER-HEROES [fourth series] #66*. It appears that Andromeda has not been on Earth long, thus it is likely that no more than a week has passed since she joined. The events of this issue take place in a single day. The cover indicates that it is a Saturday.

letters page: "Legionnaires". Letters regarding *LEGIONNAIRES #19* from Wendy Hunter, George Gustines, Ed Homa Jr., Fritz Baugh, Jeff Mitchell, Jim Kelly, and Vince Forrington. Edited by Mike McAvennie.

R.E.B.E.L.S. '95 # 5

cover date: March 1995
publication date: 01 February 1995
format: 32-page, full color, New Format
price: $1.95
cover credits: Dave Johnson (artist)/ ? (colorist)/ Curtis King (cover editor)
story title: "Resistance"
story length: 25 pages
story credits: Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Tom Peyer (writer)/ Derec Aucoin (penciller)/ Mark Propst and Pam Eklund (inkers)/ Stuart Chaifetz (colorist)/ Gaspar Saladino (letterer)
synopsis: On Ontaeus: The inhabitants of the water-world are butchered by L.E.G.I.O.N. soldiers. In space: Vril Dox is amazed at how he has become one with the ship. As Phase tries to tend to a leg wound that Dox has suffered, he receives an encrypted L.E.G.I.O.N. transmission and changes course. Soon after, Dox goes to see Telepath. He begins beating on Telepath in an attempt to get him to see that he is under Lyrl's mind-control. Strata arrives to tell Dox that they have reached Ontaeus, but so has L.E.G.I.O.N.. On Crell: Garv tries to get information on Strata's whereabouts, and is angered when she is called a terrorist. On Ontaeus: The slaughter continues. Suddenly, Vril Dox's vessel appears and destroys an attacking ship. Phase slips into the L.E.G.I.O.N. ship to retrieve supplies for the fight. Dox

communicates with King Thalak on a monitor. When Vril refuses to reveal their exact location, King Thalak's image is replaced by Lyrl's. Lyrl and Vril exchange words, then Stealth cuts in and threatens her son. Wearing wetsuits, the R.E.B.E.L.S. join the natives in their fight under the sea. Suddenly, L.E.G.I.O.N. backup arrives ... a fearsome, powerful form of genetically engineered sea creature. Vril Dox and Borb meet with King Thalak. Vril realizes that L.E.G.I.O.N. has convinced him to sign up and that he has entered a trap! He and Borb escape. He then orders the R.E.B.E.L.S. to retreat. They leave the natives of Ontaeus to their fate.

BOB, THE GALACTIC BUM # 2

cover date:	March 1995
publication date:	08 February 1995
format:	32-page, full color, New Format
price:	$1.95
cover credits:	Carlos Ezquerra (artist)/ ? (colorist)/ Curtis King (cover editor)
story title:	"The Piker Chapter 2 "Behold! The Pig-Man Cometh""
story length:	24 pages
story credits:	Dan Raspler (editor)/ Peter Tomasi (assist. ed.)/ Alan Grant and John Wagner (writers)/ Carlos Ezquerra (artist)/ Dan Brown and Digital Chameleon (colorist)/ Gaspar Saladino (letterer)
comments:	Four-issue mini-series. The R.E.B.E.L.S. Stealth and Lobo search for Chazza of Gazza. The Khunds also appear. No Legion appearances.

GUY GARDNER: WARRIOR # 29

cover date:	March 1995
publication date:	08 February 1995
format:	32-page, full color, Standard Format
price:	Standard version: $1.50/ Deluxe version: $2.95
cover credits:	Standard version: Phil Jimenez (penciller)/ Dan Davis (inker)/ Mark Chiarello (colorist)/ Curtis King (cover editor). Deluxe version: Phil Jimenez (penciller)/ Phil Jimenez (inker)/ Tom McCraw (colorist)/ Curtis King (cover editor).
cover description:	Standard version: Guy Gardner serves Superman, Lobo, and Artemis. Deluxe version: Gatefold cover opens to reveal a bar brawl scene.
story title:	"It's My Party And I'll Fight If I Want To"
story length:	23 pages

story credits: Eddie Berganza (editor)/ Beau Smith (writer)/ Phil Jimenez (penciller)/ John Stokes and Dan Davis (inkers)/ Gene D'Angelo (colorist)/ Albert DeGuzman (letterer)

synopsis: On Earth: The news media cover the grand opening of Guy Gardner's new bar, Warriors. Numerous heroes are in attendance for the gala event. In space: A L.E.G.I.O.N. spaceship pursues three unidentified craft that have plowed through the Khundian border. As they attempt to latch onto the three vessels with their tractor beam, the vessels blast the L.E.G.I.O.N. ship. The L.E.G.I.O.N.naires, including Davroth and Ammon, escape in an undamaged pod. The unidentified aliens continue on to Earth. Ammon tells Davroth to set a course for Cairn. On Earth: The festivities at Warriors continue. All the heroes present are deeply involved with having fun and socializing. Suddenly, Brainiac 5 appears in the midst of the crowd via a trial run of his new time platform. He goes unnoticed amongst all the celebrating. Nuklon passes Brainy a beer, then continues with his conversation with Obsidian. Then, as suddenly as he appeared, Brainiac 5 returns home to the 30th century. Soon after, Lobo crashes the party and a brawl starts.

comments: This issue was published in two formats. Brainiac 5's appearance in this issue represents the first time-traveling was attempted by a reboot Legionnaire. His appearance here ties in with *LEGIONNAIRES #29*. When the L.E.G.I.O.N.naires mention Chief Dox, they are apparently referring to Vril Dox, not Lyrl Dox.

Section VI - Legion Elseworlds: Legion of Substitute Heroes (part one):

The following is a script for an original Legion story written by AOL member LKOW1.

The Legion of Substitute Heroes
(Or: How to succeed in heroism without really trying)

(Wouldn't it be neat if this comic was in *Adventure Comics #504*? With the logo and everything.)

First page: "Omnicom" on top of it. The omnicom says:

From the writer:

Disclaimer: The following comic book is a humor comic book. We truly hope it does not offend any Legion of Super-Heroes fans, but come on guys, you should have a sense of humor about these things. I mean lighten up, you're starting to sound like Trekkies.

Sincerely,
Lev Kalman

Disclaimer: We would like to apologize for the previous sentence. We like Trekkies quite a bit and hope that they will continue to buy our fine Star Trek related comics. We did not mean to imply that Trekkies have no sense of humor about Star Trek. God bless all the Trekkies of the world.

Sincerely,
Lev Kalman

Disclaimer: In the previous sentence we used the word "God". We realize that many of our readers are atheists and we would hate to have them think that we are imposing upon their beliefs. We think that our comic books should never preach religion. We believe this because comic book are just trash filled with mindless, colorful super-heroes fighting with each other all day.

Sincerely,
Lev Kalman

Disclaimer: Comic books are not always just trash filled with mindless, colorful super-heroes who fight with each other all day. As great writers such as Will Eisner and Scott McCloud have stated in their best selling books ...

Never mind ...

ENJOY THE COMIC!!

Under the omnicom at the top of the page we see half of the first panel with a caption that says "LSH HQ 2995" and the silhouette of Brek Bannin entering the LSH HQ.

On the bottom corner of the page we see Brek (in full costume) say to Marla Latham:

Brek: "I would like to apply to the LEGION OF SUPER-HEROES!"

Marla: "Hmm ... ask Triad over there." (as he points to the top right-hand corner of the page)

Next page: Roll Call, starting with Triad. But this is a different type of roll call. It starts with Triad pointing down to Brainiac 5 (the next person on the roll call) and saying:

Triad: "Try Brainy."

Brainiac 5: "... Shrinking Violet." (pointing to Shrinking Violet, the next person on the list, and so on)

Shrinking Violet: "Maybe Chameleon could help you."

Chameleon: "Leegon? Tok too Invisibel Keed."

Invisible Kid (blank box): "Saturn Girl would know."

Saturn Girl: "I don't know, ask Leviathan."

Leviathan: "No ... but where are you going?! DON'T GO TO GATES!!"

Gates: "Great. Another mindless mercenary for the Imperialistic UP. No one listens to me, so talk to Star Boy, he is the only reasonably moral person here."

Star Boy: "Maybe Spark or XS could help you."

(Spark and XS are in the same box) Spark: "We can't help you."

XS: "ButCosmicBoycould!"

Cosmic Boy: "Madame Chu handles all our entries ... there she is!" (pointing to Madame Chu {see next sentence})

The splash page is of a hall in the LSH HQ with Madame Chu looking at a view screen in the middle of the hall. Brek runs down the hall to her.

Brek: "Madame Chu! I would like to join the LEGION OF SUPER-HEROES!"

Chu: "Where are you from?"

Brek: "Tharr, Ma'am!"

Chu: "Tharr? I didn't know Tharr had a draftee."

Brek: "Draftee? I wasn't drafted, I'm volunteering!"

Chu: "I'm sorry, we only take draftees."

Next page, we see a sad and disappointed Brek leave the LSH HQ. Old funny looking alien man (possibly homeless) approaches him.

OFLAM(PH) (see above description): "You look down. And I hate to see a Tharrian in tights be so blue. What's ailin' ya?"

Brek: "I was rejected from the Legion of Super-Heroes."

OFLAM(PH): "Well, Like they say 'When in doubt, start your own team of super-heroes.'" (OPHAM(PH) leaves)

Brek: "That old funny looking alien man (possibly homeless) was right! I will start my own team of super-heroes!"

(At least one panel of silence follows. Then Lester Spiffany appears. Lester is 17, black hair, in a white suit and is sort of greasy. He's rich and lets everyone else know it loud and clear.)

Lester (going to shake Brek's hand): "There's word all over town about this super-hero team of yours. I had to take interest."

Brek: "Excuse me?"

Lester: "I'm sorry. Lester Spiffany's the name, and I have big plans for these Legion of Substitute Heroes of yours ... BIG plans!"

Brek: "Legion of Substitute Heroes?"

Lester: "Yes! Legion of Substitute Heroes T-shirts! Comic books! Holovids! Mugs!"

Brek: "But I ..."

Lester: "... Are staying in a hotel? I wouldn't hear of it! My friend, you will stay in my mansion, and I won't take 'no' for an answer."

Brek: "Uh ... okay."

(Brek gets dragged off by Lester.)

Caption: "Later at LSH HQ"

(Inside the lounge/cafeteria of the LSH HQ, Cosmic Boy is drinking a milkshake on the bar stool and Tenzil is talking to his back.)

Tenzil: "Cos, I've been working at this kitchen for quite a while, serving you Legionnaires whenever I'm asked, and I was wondering if well, you know, since I have this power to eat anything, could I ... I mean ... be a Legionnaire? Just once or twice, I mean - - If thats okay, I mean - - 'cause I am the draftee from Bismoll and all, not that I don't like being the cook but, anyway ... can I?"

Cos: "Huh? I'm sorry I wasn't listening."

Tenzil: "Oh, I get cha. No its okay, I understand."

(Tenzil walks off in a huff)

Cos: "What was all that about?"

(In back room, Tenzil thinks to himself:)

Tenzil: "The Legionnaires don't want me for anything else but to cook for them!"

Then on the holovid beside Tenzil we see an infomertial: "Do you have super-powers? A colorful costume? Have you always wanted to fight for truth and justice, but never found the time? Then come on down and join Lester Spiffany's Legion of Substitute Heroes at twelve o'clock tomorrow, and be a super-hero!"

(I haven't yet decided what will be on the holovid, probably Brek talking in front of a backdrop with such people as Batman, Valor, Superman, Cosmic Boy, and Tomar Tu depicted on it.)

Tenzil: Hmm.

Caption: "Twelve o'clock the next day, Spiffany Manor" (Lester and Brek pacing in the lounge.)

Brek: "Where are they?"

Lester: "They'll be here, our infomertial was played at two in the morning in every hospital in the UP, they couldn't of missed it! Hmm. Maybe we should of kept Valor out, he is a religious figure to many planets."

Brek: "Well, then where are they?"

sound effect: "Beep Beep!"

Lester: "That must be some super-heroes now."

(Lester and Brek run to the door.)

(A space bus door opens. Pete Dursin and Ulu Vakk come out of it carrying luggage. They are, of course, in full costume. Ulu is tall, with long, black hair, probably 16. Pete is well ... younger and shorter with quills all over his body. Pete is also wearing a jacket. They come out and approach Lester and Brek.)

Ulu: "Mr. Spiffany?"

Lester: "Yes! And it is truly a pleasure to meet you two."

Pete: "Thank you and may I say ..."

sound effect: "Weee-OOOO=Weee-OOOO"

Brek: "An ambulance? Here?"

(Ambulance lands right in front of them. Two men in heavy medical gear land. They run to Mr. Spiffany.)

Med1: "Are you Lester Spiffany?"

Lester: "Yes, but ..."

Med2: "Then she's all yours. Good luck."

(Meds run back to ambulance.)

Ulu (to Lester): "What was that all about?"

Lester: "I don't know."

(Ambulance door opens. Drura Sept is pushed out.)

Med1 (the guy who pushed her out): "Good riddance!"

(The ambulance speeds away.)

(Lester and Brek stare at each other in amazement.)

(Drura dusts herself off and approaches.)

(She walks up to Lester, Pete's back is to her.)

Drura: "Excuse me?"

Pete: "Drura?" (as he turns around)

Drura: "Pete!"

(Drura and Pete hug.)

Drura: "Ow!"

Pete: "Oh, sorry. Sometimes I forget I have these quills."

Brek: "You two know each other?"

Drura: "Yeah, Pete and I go way back. How've you been, Pete?"

Pete: "Great! What are you doing here?"

Drura: "Joining the Legion of Substitute Heroes."

Pete: "Really! Me too!"

A voice from above (as everyone looks up): "What a coincidence." (Ral Benem, with backpack, on hovering motorcycle. Ral is short and tough looking. He makes a tree in front of him grow up to his cycle using a simple hand gesture and uses it to jump down to the ground.) "That's exactly what we're here for."

Ulu: "Wow! Neat power!"

Ral: "Thanks. The name's Ral. Are we in, Lester?"

Lester: "Why sure, all of you are in!" (people behind him are smiling) "Wait, what do you mean 'we'?"

Ral: "Oh, I'm sorry. Proty? Come on, Proty.

(His backpack turns into Proty and jumps to the ground.)

Ral: "Everyone, meet ..."

Ulu: "... Proty. We heard."

Proty: "Howdy!"

Lester: "Come on everyone, lets go inside."

(They walk inside.)

Lester: "I'd like to welcome you all to the first day of the rest of your lives!"

Ral whispers to Proty (who is now shaped like a really big crayon with hands): "Hey, Proty, he sounds like a Guldarian Tour Guide on Eroticon 6."

Proty: "Giggle."

Lester: "Ahem!"

(Ral and Proty face him and straighten up.)

Lester: "As I was saying, welcome to the Legion of Substitute Heroes!"

sound effect: "Crash!"

(Everyone looks up at Chuck Taine who is busy falling through the skylight.)

Brek: "Someone catch him!"

Ulu: "I will!"

(Ulu tries to catch Chuck but misses, Chuck bounces up again, Chuck comes down, and nearly hits Lester who is curled up in a ball in fear, praying. Ral tries to tackle Chuck but instead is carried back up with him. This time when Chuck [and Ral] are coming down, Brek says:)

Brek: "I'll freeze him to the ground!"

(Ice power thingies come out of Brek's hands and, instead of freezing Chuck to the ground, they make the floor icy. Pete slides and falls on it, Ral is knocked off of Chuck when Chuck bounces.)

Caption: "Who says slapstick's dead?"

Drura: "Sigh. Boys."

(Drura shoots some kind of disease out of her hand that hits Chuck in mid-flight. Chuck looks really funky for a second, then falls flat on his face.)

Brek: "Wow! How'd you do that?"

Drura: "I merely infected him with Tengerian unelasticity disease. It'll wear off soon."

(Lester is applauding.)

Lester: "Great job, all of you! You've caught you're first villain!"

Chuck (on the ground, still groggy): "Me? Villain? I'm applying."

Ral (to Drura): "Hold on, your power is to give people the Tangerine ..."

Drura: "Tengerian!"

Ral: "Whatever, unelasticity disease. <snicker> Gee, that must come in handy a lot."

Drura: "My power happens to ..."

Pete: "Her power happens to be disease projection! And besides, I wouldn't talk, Flower Boy."

Ral: "What's it to ya, Spike Brain?!"

Brek: "Now, name calling won't get us anywhere!"

Lester: "Speaking of names, we're all going to need to know each other's code names. Pete, why don't you start."

Pete (obviously still mad at Ral): "Porcupine Pete."

Brek: "Polar Boy."

Drura: "Me? Infectious Lass."

Lester: "What?! No! No, no, no, no, NO! All your names are awful! You call those code names? Code names should be snappy, powerful, easy to remember words like 'Spark' or 'XS' or 'Live Wire'!"

Chuck: "Like 'Cosmic Boy'?"

Lester: "No! Thats too long! Brek, you'll be called 'Chill'."

Brek: "Chill?"

Lester: "Drura, your new code name is 'Virus'!"

Drura: "Virus?"

Lester: "Pete! We'll call you ... uh ...um ... 'Pork'? 'Pine'? 'Needle'? 'Pointy'? 'Prickle'? 'Sharpster'? No. Uh ... how about you, Ral, you seem like a boy with taste."

Ral: "Since I make plants grow and shrink, I'm called Chlorophyll Kid!"

Lester: "Chlorophyll Kid? Thats the worst of them yet! How about 'E-Z tall'? No. 'Shrinking Violet'? No. 'Dandy Lion'. No. 'Flower Boy'? No. 'Pine'?"

Pete: "I thought I was called Pine!"

Lester: "No. Forget it, both of you, it's a bad name anyway. Ulu. How about 'Tint'?"

Ulu: "But, my name is Color Ki- -"

Lester: "'Tint' it is! You!" (pointing at Chuck)

Chuck: "Me?"

Lester: "Yeah! What's your name?"

Chuck: "How about Bouncing Boy?"

Lester: "No."

Chuck: "Bounce?"

Lester: "No."

Chuck: "Deadaim?"

Lester: "No."

Chuck: "Boinging?"

Lester: "No."

(Everyone is tired and half asleep. Chuck and Lester are still at it.)

Chuck: "The Smasher?"

Lester: "No."

Chuck: "Deathboing!"

Lester : "Heh, heh, no."

Chuck: "Deadstop, Da Jam, Da Slam?"

Lester: "No, no, no."

Chuck: "Deadshot."

Lester: "No."

Chuck: "Dribble!"

Lester: "No!"

Chuck: "Rebound."

Lester: "Perfect! I'm gonna get you guys your first mission! By calling my old friend R. J. Brande."

Ulu: "You *know* R. J. Brande?"

Lester: "Are you kidding, I practically support him."

(Everyone's mouths are scraping the ground when they hear this.)

(Lester smiles proudly, and walks away.)

Brek (yelling to Lester): "But, we're not ready for a mission!"

Pete and Ral (also yelling to Lester): "And what about our names?"

Caption: "In the 'Green Room'of Spiffany Manor."

(We see Lester in front of a giant visaphone.)

Lester: "Computer, dial R. J. Brande's office, Metropolis."

(We see R. J.'s personal assistant Marla on the visa phone.)

Marla: "R. J. Brande's office."

Lester: "Yes, tell my old buddy, René J., that Lester Spiffany III wants to talk to him!"

Marla: "All right. I guess."

(In R. J.'s office, Marla walks in.)

Marla: "Mr. Brande, a Lester Spiffany III wants to talk to you."

R. J.: "Who?"

Marla: "He's a minor stockholder in Brande Industries, a young man, his father owns the Stancio Dazzle Gem."

R. J.: "That fossil?"

Marla: "Are you referring to the diamond or his father?"

(R. J. grins.)

R. J.: "To tell you the truth, Marla, I don't know."

Marla: "Well, he's waiting on Line 3.14. Should I tell him to stick his head in a Halderian blender?"

R. J.: "No, I'll talk to him, who knows the rich snot may have something important to say."

(R. J. turns and looks at his even bigger visaphone.)

Lester: "René J.! How are you? Love what you've done with the office! Is that a new haircut? It's fabulous! I really dig this Legion of Super-Heroes thing you're doing, really dig it! In fact, I've got my own team here. Maybe we can do lunch one day and trade notes! I'll have my people call your people, eh, René J.? Hah, hah."

R. J.: "Hah, hah, yes. And why is it exactly that you called me, Lester? I am a busy man."

Lester: "Don't I know it. Listen, René J., my super-hero team is doing great and all - - lovely, beautiful people - - but the problem is, your little team seems to be hogging all the heroic opportunities. Do you think you could throw some work our way?"

R. J.: "Well, there is some kind of emergency on Spoill. My Legion can't take the job because it's not U.P. territory, but your little *ahem* team could go take a look."

Lester: "Thanks René J.! I owe you one!"

(The screen goes blank.)

R. J. (whispers to himself): "What a jerk."

(Back at Spiffany Manor, Lester is walking down the hall.)

(Legion Subs are still in lounge.)

(Brek runs up from the door.)

Brek: "Hey guys come look!"

(Everyone runs to door, and we see all their faces looking up in a splash as they say:)

Brek: "Wowie!"

Pete: "It's ..."

Drura: "It's ..."

Ral: "Big deal!"

Chuck: "Cool!"

Ulu: "It's really him ..."

(Next page is splash of Tenzil Kem walking down the walkway towards the Legion Subs as they say:)

Brek: "Tenzil Kem!!!"

Tenzil: "Please, call me Matter-Eater-Lad!"

Ral (to himself): "Sheesh, 'Matter-Eater-Lad'. Is Lester gonna have a field day with his name!"

Lester (walking down hall to greet Tenzil): "Me? And tamper with perfection? Ral, my dear boy, you must be joking! Come in, 'Matter-Eater-Lad'!"

Ral: "What?!"

Caption: "Later."

(Tenzil is sitting on a love seat in the lounge with everybody else on the couches beside it, captivated with Tenzil's stories. Everybody except Ral, of course, who does not like the attention that Tenzil is getting. He is standing and looking away.)

Tenzil: "And so I said to Triad, 'You want ice cream on me?'."

Caption: "Later still."

Tenzil: "And so, I decided to come down here and give you guys a hand."

Pete: "Gee. A real Legionnaire, coming to join us."

Ral: "Right. If only we had something to do."

Lester: "But you do! I was just on the telecom with R. J. and he said he has a mission for you guys!"

Ulu (excited): "A *real* mission?!"

Lester: "Yup."

Pete: "Why can't the Legionnaires take ..."

Caption: "Later."

(Metropolis spaceport. All the Subbers are carrying luggage. There are signs overhead that say things like "Welcome to Metropolis Spaceport" and "Gate 32 to Likerted".)

Ral: "We're super-heroes. Shouldn't we have a space-jet fighter or something?"

Lester: "Hey! I got you first class seats!"

Pete: "The Legionnaires don't fly commercial flights."

Ulu: "Don't whine, Pete."

Tenzil: "You know, Pete's right. We don't fly commercial flights."

Drura: "Of course not, you have flight rings."

Chuck: "Well, we're not the Legion."

Brek: "Fellas, stop fighting."

Everyone (but Brek): "Shutup, Brek!"

Caption: "Even later, Lirkted."

Lester: "Now where is she?"

Brek: "Who?"

Lester: "Gigi."

Everyone (except Lester): "Who?!"

Lester: "She's our Science Police escort to Spoill."

Ral: "Escort! What do we need an escort for!?"

Pete: "The Legion doesn't need an escort."

Lester: "Oh, yes they would. All UP citizens visiting Spoill require a SP escort."

Gigi (23. Red, long hair. An SP officer. 5'5. She approaches the team.): "Are you the Legion of Substitute Heroes?"

Ulu: "Why yes, are you a fan?"

Gigi: "Well, actually, I've never heard of you before today. My name's Gigi."

Ulu (disappointed): "Oh."

Drura: "Don't mind him, we're very pleased to meet you. My name is Drura."

Gigi: "Hello."

Caption: "Not much later (thanks to Stargate technology!)"

(Spaceplane is flying out of Stargate.)

Lester (inside plane): "Be ready for anything, this isn't the UP. We are entering Spoiller Space!"

(Gigi and the team get off the plane. In front of them, in the center of a park, is a stone statue of Stone Boy.)

Ulu: "So this is Spoill. Doesn't look so bad."

(The King of Spoill, 60, runs up to the team.)

King: "Oh, thank Valor you came! I was beginning to think you wouldn't come! It is truly an honor to meet you!"

Chuck : "Why, thank you. Anything the Legion of Substitute Heroes can do to make this a more peaceful universe ..."

King: "Wait a minute ... Substitute Heroes? I thought I asked for the Legion of Super-Heroes! We're doomed!"

Brek: "Now, wait a goshdarn minute! We may not be the Legion of Super-Heroes but we can certainly handle whatever minor problem that Spoill is facing!"

King: "Minor, eh. A group of intergalactic pirates has been stealing all of our grapes! Do you call that minor?"

Tenzil: "Well ....yes, I do."

sound effect: "Brrrrrmmmmmmmooooob!"

King: "Oh, no ... it's them!"

(Pirates on flying motorcycles similar to Lobo's, but about 1000 years more advanced. Approximately 12 of them. All dressed shabbily. All from different races. At least one Braalian, and a Coluan. Leader is humanoid.)

Leader (pulling out some kind of gun): "GIVE US YOUR GRAPES, OR DIE!!"

Ral: "He's got to be joking."

Leader: "NOW!!!!" (shoots warning shot)

King: "I'm gonna get the grapes!" (King runs off)

Brek (to King): "Wait! Oh, by the mercy of Gand ... Let's get 'em, Subs!"

(Subs attack the pirates. Rebound bounces up and hits a motorcycle, thus knocking one of the pirates off. Ulu catches the pirate, and grins.)

Pirate1: "Bloody nass."

(Ulu grins. Pirate1 pulls small gun from jacket and tries to shoot Ulu. Ulu drops him just in time.)

Brek: "Tint, are you okay?!"

Ulu: "Yeah, I think."

(Pirate1 backs up, still on the ground, and stands up.)

Ral (at pirate): "You grifing jerk!"

(Ral causes a tree to wrap around Pirate1. Pirate2 pulls gun and puts it against Ral's head.)

Pirate2: "Let him go!"

Ral: "Make me."

Pirate2: "Oh, you bet I wi... Owww!"

(Pirate2 falls to the ground with spikes in his back. Pan back to reveal ... Pete. Pete is pretty damn proud of himself.)

Ral: "Pete, I ... I ..."

Pete: "You're welcome."

Drura: "Pete! Look out!"

(Durlan pirate covers Pete like a glop. Pete falls down. Brek covers the Durlan with ice. The Durlan shatters into many pieces.)

(Two pirates, Pirate4 and Pirate5, fly their bikes down to attack Drura, Tenzil, and Gigi. Gigi shoots at the bike of Pirate4. Pirate4 on the bike falls off. He gets up, and goes to attack Gigi.)

Gigi (shooting at pirate): "Fall, damn it!!"

(Pirate4 is a Brallian, and is using his powers to deflect the rays from her gun.)

Gigi: "Damn Braalian!!"

Tenzil: "Don't worry, babe, I'll handle him!"

(Tenzil tackles Pirate4 and eats his gun. As Tenzil gets up, he is hit by the flying motorcycle. Tenzil is dragged along with the motorcycle.)

Tenzil: "Aaaaaaagh!"

(Drura shoots the virus things at the motorcycle. Pirate5 topples onto steering wheel. Motorcycle swerves quickly. Tenzil is flung off. Motorcycle crashes into spaceplane, and explodes. Spaceplane explodes as well.)

Tenzil: "Holy Sheboygen! I almost lost a bit more than my pride!"

(The King runs up.)

King: "Wait! I'll give you the grapes!!"

(King hands three boxes to one of the pirates on their low flying bikes.)

Brek: "No!! Don't! We're winning!!"

Leader: (Pirate2 is getting onto Leader's bike, as all of the fallen pirates are getting onto the bikes of other pirates.) "Oh, really." (Leader shoots gun awful close to Brek.)

sound effect: "Blam! Blam!"

Leader: "Hah, hah, hah, hah!"

sound effect: "Brrrrrrmooooob!" (motorcycles speed away)

Tenzil: "Damn!"

Proty (swinging fists at pirates): "Grifing pirates!!! We'll show you to steal grapes!"

Gigi (to King): "Yeah, speaking of that, what's so important about grapes anyway?"

King: "What do you mean? They're grapes!"

Tenzil: “Yeah, Gigi! They’re better tasting than two day old titanium! Grapes are so sweet and ...”

King: “Hold on! Grapes, are the most important source of energy in this solar system!”

Drura: “Huh?”

Ulu: “Well, they are nutricious.”

Drura: “Oh, geez ... I think we have a language problem here.”

Chuck: “Uh-oh.”

Ral (under his breath): “Stupid non-UPers, they’re butchering the language.”

Brek (to King): “Well, why do the pirates want these things?”

King (somberly): “Grapes are the primary ingredient in a very powerful bomb.”

Tenzil (somberly): “Oh boy, they’re not just for breakfast anymore.”

Chuck (somberly {is this a trend?}): “And all we did to stop them was wreck a few bikes.”

Brek (hitting his fist into his other palm): “Now, what we’ll need is to find what other ingredients are needed for the bomb and guard them!”

Drura: “What we need is a guy like that ...”

(She points to the Stone Boy statue on top of a pedestal that says ‘Stone Boy, Spoill’s greatest hero!’.)

Pete: “Yeah. I bet he’d get all those pirates with a hand tied behind his back.”

Stone Boy (voice from above): “Yawn.”

Gigi: “What? What happened?”

Stone Boy (no longer in stone form): “I happened.”

Everyone, except Stone Boy, and the King (frightened): “Aaaaaaaaaaaaaah!!!!”

Stone Boy (scared by the screams): “Aaaaaaaaaagh!!!!”

King: “Stop!!!! Oh, Stone Boy, it is great to see you! We thought you were stuck!”

Stone Boy: “No, just tired. That last super-villain really wore me out. What was his name? Magn- -”

King: “Stone Boy, that’s not important right now!!!”

Stone Boy: “Huh?”

Ral: “This is Spoill’s greatest hero?”

Stone Boy: “Yup.”

Ulu: “I’d believe it.”

Ral: “You would.”

Stone Boy: "So ... anything new since I last was awake ... two years ago?"

Brek: "Well ..."

Caption: "A quick retelling later."

(Sun now in the lower part of the sky.)

Stone Boy: "I' m sorry, I wasn't listening. Could you repeat that?"

Caption: "A quick retelling later."

(Night.)

(Everyone except Brek and Stone Boy are asleep.)

Stone Boy: "Oh, okay ... goodnight."

Brek: "Goodnight."

(They both fall flat on their faces and begin to snore.)

(Morning.)

(Tenzil and Chuck in front of a mine.)

Tenzil: "Nada here, Chill."

(Brek, Drura, and Ulu at Fort Knox-type place.)

Brek: "Okay, Matter Eater Lad. How about you Gigi?"

(Gigi and Ral at a farm.)

Gigi: "Sorry. But the pirates have to show up somewhere we're guarding sometime, or else they won't have the elements necessary to make the bomb!"

Brek: "Proty?"

(Proty, Pete, and Stone Boy at different sort of mine.)

Proty: "Nope, there's nobody here 'cept me and Stone Boy."

(pause)

Proty: "Wait! Pirates! Coming at us! What should we do?"

Brek: "Um ... uh ... oh boy ... look, uh ... Proty, what you should do is, uh, don't panic, and ... well ..."

Proty (through communicator, so we can't see what's happening): "GaaAAAaaaaagh! Chhhhhhhhhhhhshhhshhshhshshshhshszzzzzzzzzzzzzz."

Brek: "Proty!! Proty! Oh, Valor."

Drura: "What's wrong?"

Brek: "I don't know. All I'm getting from them is static."

Ulu: "That scream didn't sound too good though."

Brek: "Oh boy, oh boy." (into communicator): "Ral, Gigi! Get down to Site C and help Proty!"

Ral: "Proty's hurt?! GRIFE!! come on Gigi!"

(Ral, creates huge vine that grows incredibly fast; he grabs Gigi, jumps onto the vine, and rides it on out.)

Brek: "Drura, give us Nabien speed disease, now!"

Drura: "Are, you sure? It is pretty dangerous and ..."

Brek: "Now!!"

(Brek and Ulu get covered in disease stuff, and Drura gets on Brek's back as Ulu and Brek begin to run incredibly fast.)

Brek (at super speed, into communicator): "Chuck! Get Tenzil on your back and bounce the hell over to Site C!"

Chuck: "Sure, is there a problem?"

Tenzil: "Yeah, me and Rebound were having a great time here. I think we've bonded ..."

Brek: "Shutup, Tenzil, we have a Class 'A' emergency here!"

Drura: "Uh-oh."

Ulu: "What 'Uh-oh'?"

Drura: "'Uh-oh' I think I'm gonna burst!"

Brek: "What do you mean 'burst'?"

Drura: "I sometimes lose control and give off an accidental disease! This is one of those times!"

Ulu: "Which disease?"

Drura: "I don't know, but we'll know real soon!"

(Back at Proty's mine (Site C). Ten pirates are raiding the mine. Pete and Stone Boy are doing their best to 'hold up the fort' with the smoking (and I don't mean cigars!) body of Proty lying on the ground. Stone Boy turns into stone in mid-tackle against a pirate. Pete is shooting pines at a low-flying pirate. Brek, Ulu, and Drura show up.)

(NOTE: From when you see "<<" until you see ">>" a fight scene between the pirates and the Subs who are not participating will be going on. Artist: Use with discretion, I just don't want people to think they handle one pirate at a time, and chat for a long time in-between. Also, make sure they're not in fight scenes in the background when I tell you they're all doing the tango because, well, they're all busy doing the tango.)

<<

Pete: "Thank Valor you guys showed!"

Brek (to Pete): "Well don't start celebrating yet! How are you holding up, Drura?"

Drura: "I figure two minutes tops!"

Stone: "What's she talking about?"

Brek: "Look out!" (shoots ice passed Stone Boy and hits attacking pirate!)

Stone: (looks back) "Uh-oh! (turns to stone just as motorcycle crashes into him)

Pete (shooting needles at two approaching pirates): "I don't know how long I can hold these guys off!"

Ulu: "Here! This should give you a few seconds" (shoots pure white light out of his hand at two pirates, blinding the pirates.)

Pete: "You blinded *me*! Thanks a lot, Tint!"

Ulu: "Ooops, sorry."

(Rebound falls straight down from the sky. On his way down, he hits one of the pirates that is attacking Pete! Tenzil is still on Chuck's back looking really nauseous.)

Tenzil (at the beginning of Chuck's next bounce): "0OooOo0oo0oOoh!"

(On the way up, Chuck hits the second pirate!)

Pirate2 (as he falls off motorcycle): "Whoa!"

Ulu: "I think that's the first word the pirates have said since we got here." (to pirates:) "A quiet bunch aren't cha?"

(Chuck lands and drops Tenzil off. Tenzil falls right down to the ground.)

Tenizl: "I don't feel so good."

Pirate3: "Just give us the ..."

Ulu: "Don't tell me ... peaches."

Pirate3: "What? No, we want Thrycolicgulthainium!"

Tenzil: "Don't even mention food!"

Pirate3: (Motorcycle blows up by plant growing up through it.) "Aaah!" (Pirate3 is thrown off.)

Ral: "I like peaches better!"

(In background, as silhouette, we see Tenzil Kem looking very nauseous bending over as if he's about to ... you know ... lose his cookies or toss his lunch or whatever you call it.)

Tenzil: "I think I'm gonna ... whughuphem ... <cough, cough> ... Yup, I did."

Drura (obviously in a lot of pain, in fetal position trying to hold back the disease): "I can't hold it anymore!!"

Brek: "Oh, no! Duck!!"

(Everyone jumps down for cover but pirates continue to approach.)

Ulu: "No way! I won't let you all die!"

(Jumps and covers Drura's body)

Drura: "Aaaagh!" (virus explodes from her body!)

(Ulu is infected)

>>

Ulu: "Hoowie! I feel weird!"

Pete: "I can see! Wait, Tint, can I see or are you plaid?"

Brek (getting up, all other Subbers are getting up in the background too): "Both, Pete! Tint, are you okay?"

Ulu: (Ulu is now completely plaid. He should be drawn the same but colored differently, because inking plaid is very confusing) "Yes ... no ..." (He tries his color beam, but it turns out plaid) "Oh, Valor, what kind of disease is this?!"

Drura (still swearing, but feeling better): "I don't know."

Ulu: "Well, is there a cure?"

Drura: "I don't know!"

Ral (runs over to Proty's body and kneels over it): "Proty?! Proty!!"

Proty (slowly opens his eyes): "Ral? Is that you? I'm really feeling ... funny. Oooooh."

Ral: "Thank Valor you're alive. Who else could I use as a backpack?"

Gigi (to the unconscious bodies of all the pirates): "You are under arrest for the offense of UP Law 306 and UP Law 247, theft of UP property with malicious intent and (she nudges one of the bodies with her foot, and grins) failure to acknowledge a SP officer when spoken to."

Epilogue:

(In spaceplane, they are all sitting down, and talking to Lester.)

Ulu: "So what's wrong with the name 'Plaid Lad'?"

Ral: "Here we go again."

Tenzil (raises his hand to stewardess): "Excuse me, can I have some more magazines, I'm still hungry."

Caption: “Several magazines, two chairs that can be used as a floating device, and five inflatable pillows later ...”

(Spaceplane lands near LSH HQ, Tenzil and Chuck get up to leave.)

Brek: “So, Tenzil, Chuck ... do you have to go back to LSH HQ? We could really use you here.”

Tenzil: “‘Fraid so, amigo.”

Chuck: “See ya’ll later ... this is our stop.”

(Tenzil and Chuck leave the plane, and go towards the HQ.)

Pete (with omnicom in hand): “Guys, I think you’d better come look at what I just found on the Internet!”

(Everyone crowds around Pete and more importantly the omnicom.)

Brek: “Oh, my God!”

Ulu: “Cool!”

Drura: “Lester ... you’ve got an awful lot of explaining to do!”

(Last panel has an omnicom with the Subs on the front page of the Daily Planet. It’s headline is “Earth’s Greatest Champions, the Legion of Substitute Heroes!”.)

Section VII - Legion Elseworlds: Emerald (part three):

The following is an ongoing original story by AOL member RLucas3000. This tale is one fan's view of the reboot Legion's future. Note that this story was plotted out shortly after the "death" of Apparition and the imprisonment of Andromeda way back in *LEGIONNAIRES ANNUAL #2*. New readers are welcome to previous chapters, just make a request via e-mail at RLucas3000@aol.com.

EMERALD, Part III
Old Friends, New ... Foes?
by Richard Lucas (RLucas3000@aol.com)

What Has Gone On Before ....

Sarya of Venegar is killed in an archeological accident decades before she is fated to discover the Emerald Eye. It is later discovered by Luornu Durgo, an intergalactic explorer and scavenger since she left the Legion; a circumstance which was brought about because both of her other selves had died, one accidentally killed by an insane holographic creation of Lyle's.

The Legion is inducting two new members, Nemesis and Projectra, when Lu dramatically appears seeking her membership back. After an almost scary demonstration of the powers she has as Emerald, she is welcomed back. She later seeks to practice her somewhat rusty combat skills with new member Nemesis, which lands him in the infirmary.

Meanwhile, current leader Lyle gets an alarming call from the President about strange goings on on the supposedly empty prison planet. She reveals a secret, which leads Lyle to having a rather heated conversation with former leader Cosmic Boy. An emergency alarm is sounded, but Lu has been having her own "conversation" with the Eye, which has left her unable to answer the alarm.

The alarm continued to ring in the background, but Lu paid it no mind. She looked through half blinded eyes at the two unconscious forms of her other selves. "I ... I can't believe you could do this.".

Eye can do anything, the eye replied in her thoughts. It was just too much for Luornu. She too collapsed into unconsciousness, while the Eye hovered serenely over the three of them.

"Hurry up!" Lyle barked, watching the rest of the team respond to his emergency signal. Rokk stood next to him, though he'd rather have him anyplace else. It was surely his uncaring leadership that had led to this emergency. Jan stood by him also, as usual. He watched as Meta and Vi responded to the signal, then Lydda, then the new one, Projectra, and finally Jo. He waited another few secs, but no one else arrived. "Where in Zandru's hell is everyone else?".

"Lyle, don't you remember?" Jan responded shyly, "Most of the guys, and Ayla too I think, were going out after the meeting for a night on the town.".

"That's right, Thom went with them." Lydda remarked.

"Well thank God you're here Jo. At least we have *some* muscle! But we need someone to stay here on monitor duty, and to send the others on to meet us if they ever get back. Lydda, where we're going, I'm afraid your powers will be next to useless. I think you'd better stay."

Lydda sighed. "I know it's for the best, but you don't know how *frustrating* that is!".

Rokk took Lydda aside. "I know it's hard Lydda, but you *are* providing a valuable service. You might end up saving us all.". She smiled at this.

"Come on Rokk, dammit. Boy do I wish we had Thom's power with us. Or Emerald's. I wonder where the hell she is.". Then an idea occurred to him. "Meta, can't you use your powers to find them?".

The sorceress of the mind closed her eyes. But opened them only moments later, appearing frustrated. "Thom's mind, like the other male members, is most clouded with alcohol.". Then a puzzled look crossed her face. "And Emerald's thoughts I am unable to locate. I really can't explain further, Lyle.".

Their leader sighed. "Nass. All right, gang, the seven of us will *have* to be enough! And will someone please cut that damn alarm off!".

"But Dr. Sehpt, I *have* to go. Can't you hear the alarm?! They need me!"

"The only one that needs you right now Hart is that diagnostic bed. I *think* you're perfectly fine, but I'm not chancing you going on your first mission after so recently suffering the head wound that you did. Now lie still, please!"

"But Doc ..."

"Not another word out of you, young man." the pale physician replied.

Hart *hated* being treated like a kid, even when he realized he was acting like one. "Ya know, Doc, you couldn't *really* stop me if I decided to get up off this bed and answer that alarm call. I do have the power to defeat anyone, ya know?".

"Any *one* foe, Mr. Druiter. Do you think I don't play my patients' data tapes? But ..." she stretched her hand towards him, and a sickly brown glow began to spin around her extended finger, "... I wonder how your power would fare against a million microscopic opponents? Step one foot out of that bed, and your gonna end up with a really bad case of the Bismollian Sneezing Virus. If you want to spend the next 48 hours sneezing, once every 6.82 seconds is the average, then be my guest.".

Hart stared at the swirling cloud of brown microbes and swallowed hard.

"Of course, there's always the Lallorian Itching Plague, the Titan Bowel Evacuation Bug, the ..."

"Doc, please! Enough! I *promise* I'll be good!"

"Of course you will. And they said they weren't too keen on my bedside manner back in med school.". The microbes vanished from around her outstretched hand. "And there, see, the alarm's stopped. Whatever *crisis* existed must've been solved, some way or other. Now, please, get some rest. If you follow that prescription, you'll probably be out of here by tomorrow morning.".

Hart lay back with a sigh. He knew that the silence of the alarm simply meant that the rest of his teammates had already left on the mission, whatever it was. He vowed that next time, nothing would stop him from joining them. He just hoped that they could get along without him *this* time!

"What in the Shadow's name is taking so long!"

"Please, Ms. Mallor, try to remain calm. This asteroid storm is taxing the ship's avoidance refractors. It must remain at this pace till we clear this sector.". Marla sighed. He was afraid this lady was gonna end up being big trouble.

"Do *not* treat me as if I were a child, servant to the Legion! I am a warrior born! Pilots on Talok VIII would hardly be threatened by a simple meteor storm. I begin to wonder if there is not some reason you delay our arrival.". She began to stalk the small but comfortable lounge again, her long strides and sure gait signs of her gifted abilities as a warrior.

Leetah Luthor envied the woman her prowess. It was easily visible in the way she moved, every step or turn she took. It was something she saw every time she watched her husband, especially as he worked out. But she did not envy the woman's temper!

"What do you think of these untenable conditions?" Tasmia directed the question at her fellow passenger.

But Leetah did not hear her. She was thinking back to her home world of Lexor, and the day she and her husband had received the draft notice.

"Michael, what are we going to do?!"

"What we have to, Leetah. Freedom and Nature have always served the planet of Lexor and now one of us must again."

"But it's so unfair. What about Talisman? Why can't he go? Why one of us?"

"Leetah, there are only the three of us on Lexor. There are no other heroes to go. And you know as well as I that Talisman is a man of mystery. That he only shows up when it suits his mysterious purposes. No one in the government even knows how to contact the man.". He hugged his wife tight to him.

"What hurts the most is that I'm afraid it's you that will be going off to face these new dangers. Let's face it, of the two of us, your powers are the more mighty.". He stopped her from protesting. "As Freedom, I've worked my body so it's the most potent fighting weapon I can make it, but you were born with your powers, we know the result of some ancient experiment. And from what I understand, this Legion requires extraordinary powers. No, the council, I'm afraid, will send you.".

She hugged her husband equally tightly. "I just don't know if I can. How will I ever find the courage to leave you?".

"You must, my dear. For our world, we must both make this sacrifice."

The man known only as Talisman watched in his crystal as the two kissed, then clasped hands and walked towards their prayer shrine. His face was unreadable as he passed his hand over the crystal and the image vanished.

Tasmia slammed the blunt end of her Shadow Spear down hard on the duotronium floor of the spacecraft. The resulting clang woke Leetah from her reverie. "Oh. I'm sorry. Were you speaking to me?".

Tasmia's crystalline black eyes narrowed. "You are less than useless. I really question whether you would be of any help in a battle. And I question my alliance with a group that would even *possibly* accept you as a member. Have you ever even fought a battle? To be distracted so easily. On my world, you would be dead quickly with a weakness like that.".

Leetah couldn't help herself. She leapt from her chair! "I've fought plenty of battles! It was I who defeated the Shaggy Mouse after he'd captured my husband! And the Green Cloaked Spectator after he'd robbed Talisman of his mystic jewel. Even the Pink Brain could not stand before my might!". She realized she was shouting, and sat down again. The woman had just made her so mad!

"Well ..." Tasmia began, "I have never heard of any of those enemies, but it appears you do have fire. *Perhaps* you will be a valuable allay at that.". She extended her hand.

Leetah wasn't sure what to do. Was she supposed to kiss it? She'd sorta gathered that this woman was some type of warrior princess, or something. She carefully extended her own hand.

Tasmia clasped the woman's firm grip in her own and smiled. "I call you sister and warrior. May our battles together be long and hard ... and successful!".

Leetah honestly hoped that the first two pronouncements would not be the case, but the third one she could sure agree on. She smiled back at the woman's now friendly blue face.

The lips of the Ice Queen had rarely formed into a smile. But they did so now. Her subjects had dwindled throughout the many years of her reign. There were perhaps fewer than a hundred occupying her frozen planet. And most of those were scoundrels and thieves, hiding from some agency or other. Not that that bothered her. But she yearned for more.

She watched in her delicate ice crystals as now one more was added to that group. The man disembarking from his single person mini-jet was strong, she could tell right away. He walked with assurance, even into these unfamiliar environs. He walked with the attitude that all he surveyed could be his, if he so wished. She realized that was an attitude that she might one day have to do something about, but there was little use in making an enemy of the man before there was a reason.

Closing her eyes, she sensed that there was, hanging at his hip, a weapon of almost unimaginable power. The ice demons blew hot and cold in their cage. Even they could feel it. In the past, this was a weapon that gods and devils had fought over. Had died attempting to gain its possession.

She sat up, her lithe young body glowing with life in the silver light of her throne room. She stilled the vision crystals and commanded the demons to be silent, as the man entered the room. The smile grew even wider on her perfect lips. "I bid you welcome to my humble abode ... Blackmace!".

Lyle stared around the cruiser at the other six. Meta was holding Vi's hand, trying to comfort her. He noticed the young Imskian had grown more and more dependent on the Titan girl, and he wasn't sure if that was a good thing. He'd never *really* trusted Meta, though he wasn't sure why. Of course, he knew she could sense that, if she wanted to, which always left him a bit uneasy around her.

Vi was much stronger than she had been, but still ... Could he really count on her in the upcoming battle?

And Rokk. He thought he knew the man. Would've trusted him with his life. But now ... Still, he knew that Rokk would never give up in a fight. And if the guilt over Andromeda he seemed to display helped him fight better ...

Projectra. There was just no telling with that one. First mission, and they were heading into the complete unknown. He hoped ...

Jo. He had to place his greatest hope in Jo. If only Star Boy were here, but without him Jo was it. He knew Jo was still devastated by Tinya's death, that having Solon in the Legion as her replacement from Bgztl didn't help the boy. But right now, he'd have to be the strength of the team. He'd have to!

And Jan! He'd almost forgotten him, though he didn't know how he could have. But then Jan was always so quiet. The boy had been his best friend and greatest support since he'd become leader. He'd have to count on that support now. The youngster's power was nothing to sneeze at, and heading into the unknown they needed all the power they could get.

Jan placed his hand on Lyle's shoulder. "It'll be okay, Lyle. I know something's bothering you. Something to do with ...". He nodded his head in Rokk's direction. "It'll all work out. Somehow.".

Lyle wanted to leave that comforting hand there, but knew he didn't dare show weakness as leader. Not with Rokk there, probably just itching to take over from him and fix past mistakes! "Come on, guys! Shape up! Quit moping around. I need you *all* at full fighting strength. You too Vi. We can't afford to have a weak link. We don't even have a clue what we're facing, but we have to be ready for anything!".

Deep, deep within the dark pits of a far off planet, a planet as black and blasted as the heart of a demon, something stirred. And stars trembled.

The star cruiser touched down on the prison planet. And Lyle led his team into the unknown. "Now, from what the President told me, Laurel's cell is down this way.".

"What!" gasped Vi.

"Oh, yes. It's something our former leader has failed to tell us all along. Andromeda is alive!"

The breath left Vi's lungs. It couldn't be! She had watched her die! But she hadn't really, now that she thought about it. In fact, at the time she was almost sure there was some way the girl would survive. It was only later ... She looked at Rokk, who hung his head. Only Jan's expression was not accusatory. And Jo's. His held something like hope.

"I'll apologize to everyone later. God knows I'll apologize to Laurel. But we have to make sure there *is* a later!"

"You're right Rokk. Look everyone, let's be ready for anything. For all we know, it could be some remnant of the White Triangle Gang, though we haven't heard anything from them since they lost two years ago."

"Whoever it is, I'll be ready for them." Jan said. He wouldn't let anyone or anything hurt his friends. Then his determination wavered. He felt so ... sleepy? He couldn't help it. He yawned. Then before he could stop himself, he pitched forward onto Lyle's shoulder.

"Jan? Jan! What's wrong?!". He felt for a pulse at the boy's throat. It was there, and strong. He wasn't hurt, just asleep?! But that didn't make any sense. A Legionnaire doesn't just fall asleep going into battle! He hefted the young boy up into his arms. "Stand ready, people! Somehow, we're under attack!".

"No!"

Everyone stared ahead at the single syllable, yelled by a very familiar voice.

"Imra?!"

"Please Lyle. Turn around. Go back. Say you didn't find anything.". Imra Ardeen, the former Legion member known as Saturn Girl stepped forward from the shadows. And with her stepped Garth Ranzz.

"Garth?!". This from Rokk. He couldn't believe his eyes. Imra and Garth had retired from the Legion to tend a farm on Winath. They couldn't possibly be in this place. Could they?

"Please Rokk. Lyle? Leave us in peace. What we're doing is necessary."

"And was what you just did to Jan necessary?". Lyle's voice was bitter cold. "This boy loved you like a sister, Imra. Is this how you return that?".

"I ... I had to Lyle. His power is so dangerous. He might've hurt a friend, and then never forgiven himself." Imra explained. "He's only asleep." she finished lamely.

"Jo, I don't know if these are our friends, or not. Maybe they're impostors. I don't care right now! I want you to take 'em down hard and fast!"

Jo looked over at the couple. He didn't want to attack them. But he felt like he had to do what Lyle said. Hopefully they could straighten all this out later. He began to summon his ultra speed, when a blue flashing bolt of lightning exploded in front of him! He immediately switched to invulnerability. He would never be able to forget one of the last things Tinya said to him. "Be tough!".

"My brother and his wife are too foolish. They didn't think you'd actually attack them. *I* knew better!". The Lightning Lord stepped forward into the light, though he hardly needed to as he was blazing with electricity. "You don't dare use your ultra speed now, boy, 'cause I'll fry you the second you try it.".

"Mekt!". This from Garth.

"We tried it your way, little brother, and you can see where that got us. Now we do it my way.". The energy sizzled in his hands, expanding and contracting like hideous snakes, barely leashed. He turned his gaze toward the Legionnaires. "What say you, heroes? Why don't you just *go home*!". With the final two words, he unleashed arc after arc of power, designed not to strike the young heroes, but to drive them back.

"Rokk, they've allied themselves with The Lightning Lord! We have to stop them!"

Rokk knew Lyle was right. He could no longer think of Garth and Imra as his best friends. He launched himself into the air, taking the measure of the magnetic forces of this artificial planet. Very little to work with. But plenty of metal debris lying around the ground. Silently behind their three opponents, chunks of metal began to rise into the air.

"Rokk, I can't let you do that!". Garth summoned his own lightning. Though it pained him beyond belief, he unleashed an arc at his best friend in the whole world. Rokk dodged it easily, as he knew he would, but it broke his concentration and he lost his polaric grip on the debris. Garth knew this could turn ugly, and tried to steel himself, but also tried to come up with a plan, any plan, that would stop this from going too far!

Meta was working on a plan of her own. Obviously the Lightning Lord was their most dangerous opponent, but with only a thought, she could turn him off. That would show her fellow Legionnaires her powerful place in the Legion! But then she ran squarely into Imra's mental shields! The witch was protecting her allies! And her barriers were so strong!

"There's a reason that I was originally sent to Earth to join the SP over every other telepath of my generation, including you Meta. I was the best!"

Meta felt Imra's mind assault slam into her defenses! She quickly erected a Tower of Iron Will, only to see it crumble around her. She tapped into her ego for strength, only to find it blocked. Imra had anticipated what she'd go to! Damn her! Meta felt the last of her defenses, her personal mental shields, crumble. All control vanished from her, and she quietly fell in a heap on the ground.

"Enough! I have seen enough!". This from the veiled stranger that Imra did not know. Though she was exhausted from her battle with Meta, Imra tried a quick scan of the new hero, and found ... nothing. The being definitely had some sort of mental power or something.

Projectra raised her arms and began to chant. A dark sound that seemed to reverberate inside all of them. Then flames sprang up, surrounding Garth, Mekt, and Imra. The telepath realized immediately what she must do.

But before Imra could seemingly react, the flames leapt from the rings surrounding them onto the two former Legionnaires and their ally. Their screams echoed into the distance and Projectra realized that the spell had gone horribly wrong. Somehow, illusion had become a deadly reality, and the illusionist collapsed in shock.

"Projectra! What's wrong?!". Lyle felt completely helpless. He was torn between fading out and trying to attack his former friends, or staying where he was and trying to protect Jan's unconscious form which he still held. And now Projectra had fallen! He knew he'd seen fire flare into life around the three, that it had to be an illusion. But then the newest Legionnaire simply collapsed, the flames vanishing into nothingness.

Imra was almost ready to collapse. She had realized almost immediately that the newest Legionnaire was an illusionist. The flames seemed real, but her mind told her they were not. So she had pushed into the illusionist's mind a vision of the power gone incredibly wrong, and hoped it would be enough. It had, but the effort had almost finished her. She dropped to her knees, trying to draw strength from some inner reserve she knew she had almost depleted.

Vi watched as Garth and Rokk battled each other. They didn't seem to be using deadly force yet, but just the fact that these two best friends were fighting each other brought tears to her eyes! What if one day she had to battle Meta? It was a thought she couldn't stand to think about! The Lightning Lord was still balking Ultra Boy. Jo couldn't dare use any power except invulnerability while Mekt was filling the air with deadly electricity. But Imra looked like she was almost out of the battle. Of course, she'd taken down almost half of them from what Vi could tell, including Meta! No, it had to end now! If it meant attacking former teammates, so be it. But she figured if she could take out Mekt, Garth would know he was too outnumbered and concede.

She shrank, and shrank, till she was a size no one would notice. And then she flew, aiming herself straight at the Lightning Lord. She was easily able to dodge the bolts of energy he was giving off. He'd never anticipate an attack like this, she congratulated herself. No one could.

Then she struck something! Some form of unseen barrier. She tumbled into unconsciousness, falling towards the hard ground below. Only to be intercepted by a green hand.

Lyle couldn't believe his eyes! Brainy was with them too! And it had to be the real one! He had used his force field to block Violet! He had no choice now. He set Jan carefully down and began to fade.

"Don't try it Lyle.". He looked over and Brainy's steely eyes were on him. "This battle will be over in less than 3.02 minutes. Give up.".

Lyle was torn. With Brainy's mind added to their attack, what chance did he and what was left of his team have?

Imra could no longer maintain her struggle for consciousness. She had overtaxed herself. She knew it and knew she would pay for it, but thought she could hold out a little longer. But she had failed. Everything began to spin ...

Garth saw his wife collapse. No! He had to end this! He surrounded himself with the same lightning field that his brother had. He no longer had to blast the metal debris that Rokk was sending at him from the sky. Not that Rokk had been trying to hurt him. He could tell they were intended to be glancing blows, to stun him. But could he afford to do the same? Now when the hunks of metallic ore touched the field surrounding his body, they exploded into dust! He was able to draw aim at his best friend.

He did it! Unleashed a bolt of energy directly at the person he cared most about in the whole world except for his wife! And watched it strike dead target! He prayed it was the glancing blow he'd intended it to be as he watched his friend fall to the ground, though with his powers ... He ran over to Rokk's unconscious form.

Jo knew he couldn't delay any longer! He was almost the last one left! But one burst of super-speed and he could take them all out. But it had to be a surprise. Now! But even as he shifted from dragon-toughness to dragon-speed, Brainy cried out "Now!". The Lightning Lord instantly arced out a strike of pure energy, flooding the boy's systems as it hit him. The ultra speed helped him dodge the full impact but it still struck him senseless, as Brainy had calculated it would.

Lyle looked around him. His entire team was defeated. Even Ultra Boy! He was a horrible leader, he realized now. There were a hundred things he could have done differently. He should have gone invisible immediately. His friends wouldn't have attacked Jan while unconscious. Would they? But what use was his invisibility now? He couldn't even touch the two brothers, the way they were blazing with power. Nor Brainiac 5 with his force field protection.

"All right you guys. I have no choice now. I give ..."

"I wouldn't be giving up just yet, fearless leader. The cavalry has arrived!"

Lyle looked up into the sky. Star Boy!! A smile immediately broke out on his handsome face. With Imra out of the battle, none of the other three could harm him. They couldn't lose. They couldn't!

Garth looked over at Brainiac 5. "Brainy?".

"It appears that this was one contingency that I neglected to calculate for, Garth. Sorry."

Star Boy had watched the battle as he'd approached at super-speed, after Lydda had finally reached him. He had no doubt as to who the enemy was. No holding back! He launched himself at his former friends!

To be continued ...

Section VIII - Justice League 2995 (part five):

The following is an ongoing original story by AOL member StBehrens (now StBehrens3). He had originally submitted the concept to DC a few years ago and has reworked it into the reboot reality for this 'zine.

Prelude: Old Things Are New Again

by Shaun Behrens

What Has Gone On Before ....

Alexander Wayne and his Justice League battle Vandal Savage for possession of the Oblivion crystal, an artifact that shall lead Savage to the mythical planet of the same name. With the aid of the Regulators, Savage obtains his long sought-after prize. Vandal Savage shocks the League by revealing that one of their number, Kevik Mann, is an immortal like Savage himself.

Chapter Five

Blis'an'ora, Naltor. 2995.

Alexander Wayne stood in shocked stillness, the face beneath the mask expressionless, set in stunned silence. He looked at Savage for a hint of betrayal, for a smirk that would lead to a lie.

There wasn't one.

Vandal Savage, in turn, smiled wryly at Wayne and then at his framework of heroes.

"You didn't know, did you? All this time you were on the trail of an immortal and never knew one was within your ranks. Particularly, one with such close ties to myself.". Savage rubbed his right hand through a well-groomed Van Dyke-styled beard, as if pondering the whole situation.

"I didn't tell him.". Kevik Mann's voice was lower than it had ever been, and any tone of betrayal that may have existed was not to be found. "Unlike you and your ilk, immortality is not a bad thing.".

"And neither is hiding it, Keviktan Mannomaka. Or do you not like your given name?"

"Keviktan Mannomaka ceased to exist seven-hundred and eighty years ago."

"That's an extremely long time to go without vengeance, isn't it?"

Mischief's large, furry eyebrows curled upward, expressing the curiosity that had suddenly gripped all those present. Whereas Kevik Mann's voice was low in embarrassment, Mischief's rose up from the bowels of the savage beast.

"What does any of this have to do with Oblivion?"

Savage lost eye contact with Mann and looked upward at the man-beast who is David Emery. "Oblivion, my dear boy, is our home. Whereas Mr. Mann here has managed to elude the pressures of time for nearly 800 years, my body has not been so kind to me these last few decades. In effect, you could say I am dying.".

While Savage was preoccupied with Mann and Mischief, Wayne had pulled a small circular item from his belt. To look closely at it, one would see the spread-out wings of the eagle, with the leaping head and body of the lion centered amongst them. The sign of the Griffin. This metallic object was fastened to a piece of wire, millimeters thick. He cupped it in his hand and fired it at the Oblivion shard, ripping it from Savage's grasp, and pulling it back to himself.

"Then you will be dying without this."

"Damn you Wayne, and your father. Whomever that may be."

"It's payback time now, little man.". India Blue had taken Wayne's action as a sign of aggression and leaped forward towards Cy'ber Gath and Mimik, both having regained consciousness.

In less than the time it took Cy'ber to load a weapon, Blue was upon him, bashing her Amazonian bracelets hard against Gath's skull. Gath fell back, letting his dead weight throw Blue aside in an inertia-induced pirouette. She, in turn, rolled just in time to have a pistol pointed between her eyes.

"Please give me a reason to use this, you young b- -"

CRACK!!

Gath's words were cut short by Kevik Mann, who had come up behind him and smashed his staff into the base of the Coluan's neck. The gunman fell to the ground, no longer useful for anything.

"Tsk, tsk. All we do is fight, when we could be such a happy expedition party. Don't you agree, Wayne? After all, wouldn't it be nice to know where we ALL came from?"

Wayne ignored the taunts. He knew the truth, and the truth had always set him free. "We'll bring you, and the Regulators, down Savage. The right way." Wayne exclaimed, changing the subject.

"At this point in time, Wayne, there is no right. There is no wrong. There can be only life.". Savage walked briskly at Wayne, paying no heed to whatever extracurricular device Wayne was pulling from his belt.

There was a small explosion as Wayne set off a concussion grenade, hoping to impede Savage's jaunt. It didn't. Savage reached out and grabbed Wayne around his throat. Wayne, the Griffin, let out a faint wheeze as air was suddenly blocked off from his lungs His eyes grew large as Savage lifted him effortlessly into the air.

"You have no idea what you hold in your tiny mortal hand, Wayne. It is the key to my life, to the very fabric of my being. I will not have a group of charlatans deny me of this."

He reached down with his available hand and took the Oblivion Crystal from the Griffin's hand. Already, Mischief was moving towards the immortal villain, large hands curled up into balls of force.

"I've never in my life wanted to take a man down as much as you. You're meat.". Mischief cut through the musty air and prepared to lunge at Savage, who stood within the large creature's range.

Instead, a psychic knife cut through Mischief's brain as he quickly reverted back to the form of man, of David Emery. A small amount of blood spurted from his nostrils as he fell to the ground, his eyes staring out in catatonic shock.

Breaker emerged from behind several large crates, holding a rag to his nose. He pulled it away for but a second as dark ichor ran wild down his face.

"There you are Vandar Adg.". Breaker's eyes were watering. His head felt as if it were going to explode. "I told you I would help when aid was needed.".

Mimik looked on, knowing that his commander's hours were growing shorter. He still had some of Mischief's make-up running through his systems and this gave him heightened senses. Senses that warned him of trouble. "However," he paused to reach for another handkerchief, "I no longer want to be a part of this mad, mad, mad chase to nowhere.".

Savage looked deep into the Titan's eyes and saw that there was no light, no soul burning in them. He had heard tales of Titans losing their ability to manipulate the telepathic, telekinetic, or psionic worlds, all with devastating endings. This could not happen.

"Do you speak for your men, Breaker of Titan?"

"My men may do what they will, but I will no longer have a part in it."

"Very well. Vrykos?"

Breaker froze in his tracks. Looking everywhere and nowhere at once. He dropped his kerchief and tried to wipe away a numbing cold that was gripping him from all around. “Vrykos, please ... no!! ACK!!”.

The last of the vampires descended upon Breaker as dusk would a day. Vrykos’ large incisors ripped deeply into Breakers face, crushing his jaw and larynx is one strong, fateful blow. Little blood spurted from the Dark One’s tight grip as his eyes went nova with primitive rage. Savage was almost positive he could see some faint glow ignite within Breaker’s eyes, but it was too late.

“For the love of Zeus, no!!”. India Blue began to run across the space separating Vrykos and herself. If ever she wished for the winged boots of Hermes it was now. She also realized it was improbable that she could save Breaker. Already India could see Breaker’s life force leave his body as it slithered and withered like a dust storm in the Martian desert.

::India, slow down::

The voice came from inside her head and she wheeled around to look at the crumpled body of David Emery. He stared out at her, pointing a finger into the shadows high up in the ceiling’s infrastructure.

India looked up too late.

Mimik had also taken a sign from Savage, using his abilities to warp into a doppleganger of Vrykos. He attacked India Blue, thrashing out at her as they crumpled to the floor, a moving mass of disorder. Mimik could gain nothing from the life force of India since he was truly not a vampire, but his teeth could cut long and deep, making death a sudden alternative to life.

“Unnnh, get ... off ...me ... please ...”. India struggled to keep Mimik’s teeth away from her throat.

“I can’t stop ... once it starts. Just give in.”. Kirt Niedrigh tried to control the emotions and urges that swept through his body. He saw things through the eyes of Vrykos and it terrified him. Everything was gray and white, with traces of what could be considered infrared scrambling the entire optical sensation. He tried to stop, to hesitate, but he no longer had acute control over his ability.

Kevik Mann quickly looked at his options. He looked at them much more quickly than a mortal man could, gauging exactly how much time he would have to spend to help another member of the Justice League. The Griffin was still in the grasp of Savage, who looked undeniably entertained by the events transpiring around him. Fate was still crumpled over, showing no signs of joining the melee. Kevik wasn’t even sure he could reach the level of consciousness - - or unconsciousness - - that Fate had dubiously discovered. Mischief was on his own, but the manner in which he seemed able to communicate with India told Kevik that he would recover if given time. Wildfire was no place to be seen.

"VANDAR ADG OF THE BLOOD ROOT CLAN ... WHAT DO YOU WANT OF ME?"

Savage looked at the man who had bellowed such a question and chuckled. "In return for the lives of your friends, I want you to come home with me.".

Kevik Mann's shoulder's shrugged, as if he knew the answer before hand and still dreaded it. "Very well, I am yours.".

Savage flicked Wayne into a tall stack of shipping crates, crashing onto him as he passed through. The Griffin was buried under several hundred pounds of Naltorian Springwater, unconscious and unable to aid the Justice League.

India looked at the change in fortune and continued to struggle out from under Mimik. She could feel his hot breath and see the reflection of her face in his fangs. There were other places she would rather be.

"Get off the woman, you imbecile.". Vrykos pulled hard on Mimik's arm, nearly dislocating it. He could see the savagery in his compatriots' face and slapped it out of him. He then looked down at a nervous India Blue, who was trying to crawl away from the carnage.

"If I could just make it to the entrance I could scan the docking bays for help." she thought to herself. At that moment, she pushed herself up against the boots of a rather irate Coluan. She looked up into his cold, yellow eyes. "I hope you're not going to kill me?".

"Not today, you witch. Not today.". Those were the last words that India Blue heard before the butt of Cy'ber Gath's laser pistol rendered her senseless. Gath looked over at the remains of Breaker and the unconscious bodies of the Justice League. "What about them, boss?".

"In a few moments it won't matter whether they are dead or alive." Savage shouted to his underling. "However, I have become a man of my word in the last few days, and do appreciate a decent foe. Leave them.".

"You don't think they will find you, Vandar?"

Savage looked at Kevik Mann, who was as much a prisoner of the past as the future. "I know they will not find me. Nigel, please come here, won't you?".

The Sun Emperor cautiously approached Savage, watching Vrykos nearly the whole way across the warehouse. "What can I do for you?" he said, zeroing in on the corpse of Breaker.

"Hold this.". Savage held the Oblivion Crystal out to the Sun Emperor who looked at it with no relative amazement.

"Now what?". The shard was cool to the touch, even to a man who could radiate great amounts of heat.

"Step back a few paces, and light up. A minimal burst of energy should be adequate for what we need."

"Very well.". He stepped back about thirty feet and emitted a small energy burst with high yields of ambient light radiation. He watched the splinter glow, and it began to blind him. Fearing the worst, the Sun Emperor went to throw the shard down.

"Do not do that, you fool!! Bring it here!"

He walked it over to Savage, but hesitated in handing him the crystal when he stuck out his unprotected hand. The Sun Emperor knew that the temperature of the rock was at least three-hundred degrees, yet Adg insisted on taking it. Nevertheless, having witnessed the immortal's bad side, through Vrykos' attack on Breaker, he put the shard in the Savage's hand.

Amazement washed over the Sun Emperor's face as he watch Savage and saw that there was no burning of the flesh, no grimace in agony. "How ... how did you do that?".

"The crystal absorbs the heat, much as inertron would."

"Oh."

"Don't look so surprised, my friend. Would I let you hurt me?" Adg chuckled, and looked into the shard.

Vandal noticed how the rock had gained an almost translucent look to it, as most of the obsidian color had been burned away. What remained was - -

"- - a map. That is all the Oblivion Crystal ever was?"

"Yes, Kevik. Nothing more than a map. A map to our home. Come, let us go. The long journey awaits us."

* * * * *

Wildfire regained consciousness and looked up to the sky for answers. Suddenly, he remembered that he had been blasted into this star cruiser by the Sun Emperor. Unfortunately, he was nowhere to be seen. He did glimpse the large wing of an unidentified being as it slipped up and over the side of a building several blocks down the docking port. Drake Burroughs quickly ignited the air around him into a blazing fireball and used his anti-matter powers to propel upward in an attempt to catch at least one person who was responsible for his current predicament. He was positive the rest of the League could handle themselves.

Blis'an'ora Spaceport was state of the art, always building and rebuilding, as the Naltorians usually knew in advance the latest breakthroughs of spaceport management and technology. Although it handled nearly one-tenth the business of Metropolis Spaceport, it was nonetheless busy for its sector. The port circulated outward from a central depot, with a labyrinth of access and docking towers.

Burroughs shot upwards, hundreds of feet into the air, and could at last see the Starhaven woman, who just minutes ago was at his side. She was nearly half-way across the spaceport. For a man who could travel unaided in space, and at warp speeds, this was not a problem.

He pushed quickly through the air, always finding it so impossible to imagine the charmed path his life had taken. He was a man who could destroy moons, and remain human while doing it. So much for whimsy. Without attracting too much attention - - he had taken a flight path high above the winged beauty - - he flew up alongside his prey.

"You're pretty good with those wings. Of course, I'm not to shabby with my anti-matt- -"

"Get away from me!". Somehow, she managed to fly into Wildfire and push off against him, sending herself straight into the higher levels of the spaceport.

"Bloody grife!!". Wildfire dropped quickly in pursuit.

They flew in and out of cargo holds, and through dry-docks. Drake Burroughs knew that flying this fast was most unusual for natives of Starhaven and chalked it up to the meta-gene.

"Check, check. This is Burroughs. I'm pursuing the Starhavenite and could use a little help.". He wasn't sure if the small mini-coms worked, but the pilot, Troy Stewart, was adamant about it. After all, they were of his own design.

The huntress from Starhaven looked over her shoulder and saw that she had not lost the man called Wildfire. The loose dossier the Regulators had on Burroughs mentioned several things, but nothing about his strong-willed determination. She dove deep into an access tube, not knowing if it shot downward into the bowels of the port, or upwards into launch paths. It would ruin her day to fly into the path of a local pleasure zeppelin which taxied Naltor's rich from one engagement to another. Their large fan-powered engines would cut her to threads.

The access tube was dark, and Burroughs had to illuminate himself to better the chances of capturing the highly maneuverable flyer. If he lost sight of her in the tube he would never find her. As it was, he had to stop in mid-flight and check his bearings. His flight capabilities made no noticeable sound, unless he wanted to make a grand entrance. He waited for something, anything, that would give away her position.

"There you are ... you little minx ..." he whispered to himself, as he could just make out the shape of the Starhavenite several levels above him, and heading for the roof docking bay. From there she could lose him.

BOOM!!BOOM!!BOOM!! The sound shattered as Wildfire shot straight into the ether, shattering the speed of sound as he did. She pumped her wings faster, hoping to make it to the bay quicker than her aggressor.

Shooting out of the roof bay and breathing a sigh of relief, she closed her eyes for a split second reprieve. A split second too much. There was a loud CRUNCH as she hit the interior wall of a ship's loading area.

"Dammit!". She looked out and could see Wildfire coming from the roof access tube. She only had seconds to get out of whoever's ship she was in. She looked at the many familiar markings that pronounced this ship as a Mark 494 Cruiser.

"May I help you?"

Encountering a member of the ship's crew was the last delay she could have. "Please, please, you have to help me," she quivered, her tone changing instantly, "that man is trying to attack me.".

"I see. Let me close the docking doors and contact the Science Police for you.". He whistled a small tune she could not make out and watched as the bay doors closed, blocking Wildfire from his prey.

They walked through the large vessel and up to the main deck. She could see Drake Burroughs hovering in the air outside the central window. The Starhavenite's momentary savior looked out at the man whose hands and feet pulsed with energy.

"That's one tough hombre, ma'am. Should I try to contact him."

She turned and looked at the man, who was probably the pilot of the cruiser. "If you would like to. Please tell him I am not interested and that we are contacting the SP's.".

"Very well.". The pilot adjusted a few buttons on his mini-com. "Testing, testing ... excuse me? Can you hear me?".

"You know damn well I can hear you! You've got that flying witch locked up yet?"

Troy Stewart turned to the winged woman as she made her way down the hall to the mag-hatch. "I'm sorry, but you won't fit out of it with your wings.".

"Dammit, dammit, dammit." she hissed back, prepared to draw a long knife if she had to.

He approached her, his left hand on a Giffen Series III Force knuckle, hidden in his pocket. “Look, I won’t do anything to hurt you. I’m with the Justice League. You have a name?”.

She saw that there was no escape - - yet - - and chose to remain level-headed until then. “My professional name is Bounty. My given name is Dawnstar.”.

“Okay ... Dawnstar. My name is Troy Stewart. I guess you could say that I am the pilot of this group.”

“Pleased to make your acquaintance, Mr. Stewart.”. Dawnstar’s eyes narrowed as Wildfire entered the room.

“I’ve got to hand it to you, little lady. If Stewart here didn’t pull the cruiser into the right spot you’d be long gone by now.”

“Perhaps.”

“So little lady - -”

“It’s Dawnstar, Drake. You can call her Dawnstar.”

“Okay. So Dawnstar, why were you with the Regulators? Just curious, as you seem to be a decent person.”

“You know nothing of my decency. As for why I am with the Regulators ... I am a bounty hunter and I work for the highest bidder.”

Drake Burroughs looked at Dawnstar and then at Troy Stewart. A small smile ran across his face as the tension across his brow loosened. “What do you think, Stewart? Can we use a tracker?”.

* * * * *

Stewart maneuvered the Mark 494 into a landing bay near the recent melee, looking down at Wayne and his troops. He could tell that Mischief had taken the most serious of the beatings, and that someone else was dead. Of course, Kevik Mann was unaccounted for. Burroughs shot out of a mag-hatch, quickly descending to the scene.

“Man-o-man. That isn’t Kevik, is it?” Wildfire said, pointing at the remains of Breaker.

India Blue, who was helping a very groggy David Emery, shook her head in response. “That was Breaker. Vrykos helped him lose his head.”.

"How's Mischief?"

"He's still pretty shaken. Breaker's last psychic blast could have left anyone but another Titan mentally crippled. As it is, David has some minor cuts and bruises ... and the ability to talk to me in my head."

"That's some after-effect."

"No kidding. Where's Wayne?"

"Wayne and Fate went behind those bins. It seems Fate is having a little 'coping with reality' problem. I'm taking David aboard."

Burroughs walked up to the large crates, rounding the corner on a discussion between Wayne and Fate that was somewhat confusing. Drake was almost sure that amidst the Interlac and Khundish there were bits of 21st century English.

"I understand how you feel, Haarlack. I didn't know that Savage had spent so much time mastering the mystical arts. Your spells will be better prepared next time."

<<I truly hope so, Alex. I will be - ->>

<<Haarlack?>>

<<Yes?>>

<<You're speaking in Khundish, again.>>

<<I'm sorry.>>

"Uhh, I hate to interrupt this little seminar, but where's Mann, and the Oblivion Crystal?"

Wayne turned towards Burroughs, not knowing how long he had been standing there. "Mann was taken by Savage. They're going to Oblivion.".

"We are not sure ... not sure if we can follow them.". Fate spoke lowly, doubting whether anyone would listen to someone who had done so little in the heart of battle. Particularly a Khund.

"I'm pretty sure I have the answer to pursuing Savage. It's on the ship. Just one question. Are you willing to pay top credit?"

"What for?" Wayne asked, his curiosity piqued.

"A tracker."

The Justice League's Mark 494 cruiser exploded out of Naltorian airspace, its coordinates set for a region near Baaldur. In front of the starship, unaided by any type of breathing device, were Dawnstar and Wildfire, communicating with telepathic earplugs, manufactured as a favor to Stewart, by Brande Industries.

::So, you do this all the time? I mean, fly from planet to planet; region to region?::

::Whatever is required of me, Mr. Burroughs. Do you always ask this many questions?::

::Only of beautiful trackers.::

Dawnstar sighed, if such a thing could be done in space. ::Wildfire, let's keep this on a strictly professional basis, shall we? Your team is paying me a rather large finder's fee. In return, I will find them Vandal Savage's destination.::

::Gotcha.::

"How is she doing so far, Wayne?"

Wayne looked over his shoulder and saw a refreshed David Emery. "Good to see you up and about, David. We are starting to lose the vapor resonance trail left by Savage's Tyrrazanian vessel.".

"I'd imagined its still cloaked."

"Presumably. Needless to say, she is perhaps the finest tracker in the universe."

"I don't mean to interrupt, Alex, but we have a Stargate approaching, right before we reach Cargg's space sector."

"Let's see what Bounty offers up before we queue up for it. I have a feeling that Savage didn't intend to take a Stargate to wherever Oblivion is."

"Before I leave the com, how are our spacefarers doing?"

"Not too shabby. Neither show signs of letting up. I'm not sure if Wildfire's unique make-up allows for fatigue; and Dawnstar pushes on almost to spite him."

"Very good. Walk with me, if you will." Wayne said, turning to David Emery.

They walked down the interior to a meeting room where India Blue sat with Haarlack. In the middle of a meeting table was a Kord mini-com unit, showing a holographic area of the sub-space belt near Baaldur. Out beyond the mysterious, magical planet were seven different points, each highlighted in a different color.

Wayne motioned Emery to a seat, then to a place himself, near Fate.

"As you can see, I've pinpointed seven possible locations for what may be the planet Oblivion."

"What exactly is Oblivion? Haarlack was telling me some of the myths and rumors concerning it.". India Blue leaned onto the table, visibly showing exhaustion for the first time.

"Everything Fate told you may be true. We are going on thousands of years of speculation. It is obviously very important to Vandal Savage. Enough so to begin a new, murderous assault on anyone that stands in his way."

"The ICC has a very small database on the Oblivion Factor, as we call it." Emery responded, punching in commands to a keyboard that lay below the tabletop's surface.

"According to legend," Fate continued, "Oblivion was settled over forty-one thousand years ago by members of a Terran race. This race was a concentration of mages, warlocks, witches, and shamans. Perhaps Atlantean, or of a House of Gemworld, either had constituents with enough power to move far, far away from Earth.".

Wayne sat up, commanding a Probe unit to bring him his favorite Winathian tea. "I would go with the possibility that a family of the Great Houses of Gemworld would have left their magical realm for a new domain. Perhaps to alleviate a civil war.".

"Then we are dealing with a race of individuals who may be thousands of years old, - -"

"Immortal." Emery added, interrupting India.

"Yeah, immortal.". A stern glance was shot in David's direction. "A planet of Savages".

"Or Kevik Manns." Fate replied.

* * * * *

Vandal Savage's Tyrrazanian Spectre Warship passed through a small asteroid belt when its remote sensors went off.

"Mr. Savage, your transponder has found its beacon, as you said it would."

"Thank you, Nigel. Gath, your device worked as you said it would. You are as noble a scientist as hunter."

"I would agree to that statement, Savage. You should be to your destination within the hour."

"I believe everything to be in order up here, gentlemen. I am going aft to visit our traveler. Notify me if you have anything of importance to report."

Savage slipped down various levels until he came to the galley. The man known as Mimik sat in a chair while Kevik Mann watched the trailing end of the asteroid belt through a tinted wall-size window. Savage tapped Mimik on his shoulder and motioned him away. He then took his seat, watching Mann, who could be considered the closest relative he had.

"You know, Kevik, I am nearly twenty-thousand years old. Give or take a century here and there. I have seen civilizations rise and fall, never giving thought to my own demise."

"That is too bad. You should have given it some consideration."

"These last twenty years I have. I felt the immortal life force in me begin to grow cold."

"And you expect to replenish yourself in a place that may not exist?"

"Oh, it exists, brother, believe me.". Savage stood up and walked to a long bar, where he poured himself a glass of champagne. Dom Perignon, 2850. He slipped a sip in his mouth, savoring its rich, bubbly taste, then proceeded to approach Mann, and stand by his side. "You know for me, it goes back to a cold, moonless night. As you have mentioned, I am of the Blood Root Clan, and that winter had been very harsh to us.".

"I do not care. I simply need to know why you have brought me with you."

"Patience, Mannomaka, patience. Rome was not built in a day. I should know, I was there. HA! HA! HA!"

"I find no humor in my captivity."

"We'll be home soon enough. Now where was I ... oh yes, that moonless night when the fire rain fell. I went out in it, when the other clans were afraid. I found this glowing ember and I picked it up.". Savage imitated the movement, holding his champagne glass high in front of him. "Then I held it close to my heart, for it was warm and I was not.".

Kevik Mann walked a few paces away and turned to face Savage. "And then you realized that you were going to torture people for the next twenty millennia, forming such timeless associations as the Illuminati?".

"The Illuminati, the Skull and Bones, the Noiseless Nameless ... yes, all groups suited for their eras. But this is not a story about them. This is about me."

"And why wouldn't it be?"

"I held the stone close to my heart," Savage continued, ignoring Mann's remarks, "and there is where it would stay. About a hundred years ago I noticed a ridge had developed on my chest plate ...".

Mann looked over and watched in awe as Savage lifted his shirt with his free hand. In the center of the chest plate was a large outcropping of gray stone. It looked as if someone had jammed a piece of granite into Savage's chest and left it there.

"My goddess, I never knew how you managed your immortality."

"Pretty, isn't it? Anyway, the stone that had imbedded itself around my heart so long ago was at long last running out of fuel for its fire.". Savage walked over to the bar and set his glass down. "I found a surgeon who examined me a half-century ago and his diagnosis was that I would be long gone within a decade.".

"I see you proved him wrong."

"I'm not the only one who has defied odds, am I?

Mann stood on a small stool he had found behind the bar. He looked out into the vast expanse of space and wondered why he chose to steal the "devilish rock on a chain" as his brother had called it, so many years ago in Brunei. A gift for the Sultan, he stole it out from under the Royal Guard. He wore it for several years before he realized he was no longer aging. He watched everyone he loved die, pass on, or disappear in the years that separated them. Sometimes he longed to just take the rock off, but he couldn't bring himself to do it. Once he gave it to a most trusted friend to guard it for a year to see what would happen. He enjoyed that year, waking up with the occasional aches associated with getting older. David Emery's father did not let him down, and held onto the crystal a little while longer. Over the next ten years, Mann aged to a point where he could be satisfied with the life of a great adventurer. Fifty always looked wiser than forty, he thought.

"So, why Oblivion?" Kevik asked Vandar, knowing the answer well in advance.

"Oblivion may be the only place for me to gain back my lost immortality. I have searched for too long to be denied that."

"That is why David Emery's Omnicom meant so much, it contained the location of the planet."

"More like a planetoid, but yes. I paid a more than experienced assassin far too much for it. Alas, it was only information of the Shard, but good information nonetheless."

"Again, why have you brought me?"

"Haven't you figured that out yet? I may have to kill you if I have any chance of regaining my lost love."

* * * * *

There weren't many of them anymore. The few who remained numbered less than eighty, and their time in the universe had long since passed into twilight. It had been decades since they had been visited by those from off-planet. In that time, their landing port had sunk into a state of disrepair, not that they minded. The immortal blood that flowed through the remaining people of Oblivion had never once been corrupted. Outsiders were never shunned, and always respected. A visitor to Oblivion in the 20th Century commented upon their "ability to be so unique, yet so isolated".

Of course, Valor had never been to Gemworld.

In the forty millennium since they exited Gemworld, no one of this House, a splintered faction of the House of Opal, had sought to procreate outside their own. The magic that flowed through their dark skins was some of the purest in the known universe, yet the constant inbreeding had left few with any ability to control it. The residents of Oblivion had become an almost monastical organization, turning their magical energy inward towards reflection; and inward towards the planet itself.

Thus, there was a peculiar look of surprise and contempt when the lights and sounds of the Tyrrazanian Warship interrupted the peaceful existence.

"I'm not sure what type of welcoming committee you were expecting Savage, but I count eighty life-forms down on the rock."

"Eighty? Perhaps their number has dwindled over the years as has my immortality." Savage replied to Sun Emperor.

"Or perhaps they have grown bored with the machinations of immortality, unlike yourself. Death may have seemed a healthy alternative." Mann said dryly. He watched the ship's computers calculate and notify the crew that the atmosphere of Oblivion was slightly heavier than Earth's, but the air was breathable.

"Such a pessimistic attitude, Kevik. These are our people, and we are home."

The large landing pads of the starship touched down, leaving deep imprints in the soft soil of the planetoid. With a slight hisssss, the bay doors opened and Savage walked out, with the Regulators in tow. Only Mann stood on the lip of the walkway, contemplating his options.

"There is no need to think of escape, Kevik.". Savage walked back up the plank and nudged Mann down to the surface. "Let's go meet our relatives.".

Four inhabitants had appeared, seemingly out of the ether, and were approaching Savage's cadre. They were clothed from head to foot in indigo-colored robes. Only their hands were uncovered, showing the off-worlders the deep blue color of their skin. What appeared to be gibberish was spoken directly at Savage, as they had somehow figured him as the leader.

"I am sorry, I do not understand what you are saying."

"This might be of assistance.". Kevik Mann pulled out of his shirt a stone set on a leather string. The stone was a bluish-black in color, and radiated with a faint glow.

One of the small robed people cleared their throat and spoke in an ancient tongue, similar to ancient Gaelic.

"You must ... pardon us ... we are not often used to visitors."

Savage directed everyone to adjust their translator adapters. "My name is Vandar Adg. I have come home.". He opened his shirt to show them his immortal birthright.

"You are one of the chosen. I can see that now. As are you." the robed-clad figure said, pointing at Mann.

"I am really not sure." Mann responded, not quite knowing what his role was, or would be, in this escapade.

"My name is Boupa. The others are Cor, Pizta, and Threx. We are what you would perhaps call ... the high priests of D'palisica."

When they heard their names, the others pulled the robes from over their heads, revealing two other males and one female. The males all appeared to be in their sixties, while the woman was no more that thirty. With immortals, however, appearances could often be deceiving.

"Greetings, Boupa. My name is Vandar Adg and this is Keviktan Mannomaka. These others are my personal assistants."

The D'palisicans bowed to the off-worlders. Boupa walked forward and touched Savage's chest, and then Mann's stone. He nodded at the two men, who were both quite bigger in stature than the much shorter Boupa. "These are remnants of Citrina. May I ... inquire as to why you have chosen to ... make the pilgrimage to your ... 'homeland'?".

Savage put his hand on Boupa's shoulder and smiled quite devilishly, "Of course you may. I have been ill of late and seek to find suitable treatment.".

Boupa looked up and Savage could see that his eyes were darker than indigo, yet his pupils glittered and shined. Like an opal.

"And you seek this ... treatment ... here?"

"Why, yes. I've been doing something that I find quite enjoyable and want to continue doing it."

"I understand ... and what would this be?". Boupa blinked slowly, peering into the soul of a demon.

"Nothing too huge, my dear Boupa. I merely want to continue living forever."

Next issue: The conclusion.

Section IX - Art gallery:

The following is an original work of art by AOL member L KOW1.

Section X - Letters page:

Welcome to the eighth issue of *Legion Outpost II*. This fanzine is FREE on the Internet and will be made available through the mail a few months from now for a minimal fee (to cover reproduction and postage). I hope you like it. Send me anything and everything you've got! This won't work without you!

Before I go on, I'd like to give special thanks to AOL member Myke 4, for scanning the cover for this 'zine. I'd like to also acknowledge AOL's DC site from which I downloaded all of this issue's checklist graphics.

Wow! Five months since the last issue! I've been so wrapped up with so many other things, I've had no time to work on the 'zine. I'm going to try my best to put in enough time so that no more than a four month gap exists between issues.

By now, *FINAL NIGHT* will have ended and half the Legion will have been stranded in the 20th century. Not only does this move give the Legion greater exposure (which will hopefully lead to increased sales), but it has also enabled the writers to allow more new members to join the team. I'm among those fans who are hoping that the wayward members return home in *LSH #100*.

I loved the glimpse of the Legion's future in this year's annuals, but this idea of having all of DC's annuals have a common theme is quickly becoming tiresome. IMHO, only the Year One concept had any merit at all. LLL.

A note to the readers regarding the checklist: (1) Beginning in January 1991, I began tracking the release dates of DC Comics. I have used that as my source for determining the publishing order for this issue's checklist. Note that my checklist lists the appearances in the order in which they were actually released, not in the order in which they were intended to be released. (2) I have included magazines that deal not only with the Legion of Super-Heroes but also Dox's R.E.B.E.L.S.. (3) I did my best to chronicle all appearances of the Legion-related alien races. Simple references to those alien races will be ignored, as will references to such commonly depicted 20th century worlds as Colu. Any and all corrections would be appreciated by not only me but all the readers as well.

I hope to publish a new issue every three or four months ... it all depends on you. I will also be updating each issue with corrections at regular intervals. The way to tell the latest revision will be by the version number.

This fanzine was originally written in Microsoft Word for Windows (PC) 6.0. Upon request, I will attempt to save the file in other formats, however I am uncertain whether all of the special features will convert properly.

Well, that's it for now! Please E-Mail all comments and ideas to me at outpost2@InfiniteEarths.org. See you next issue.